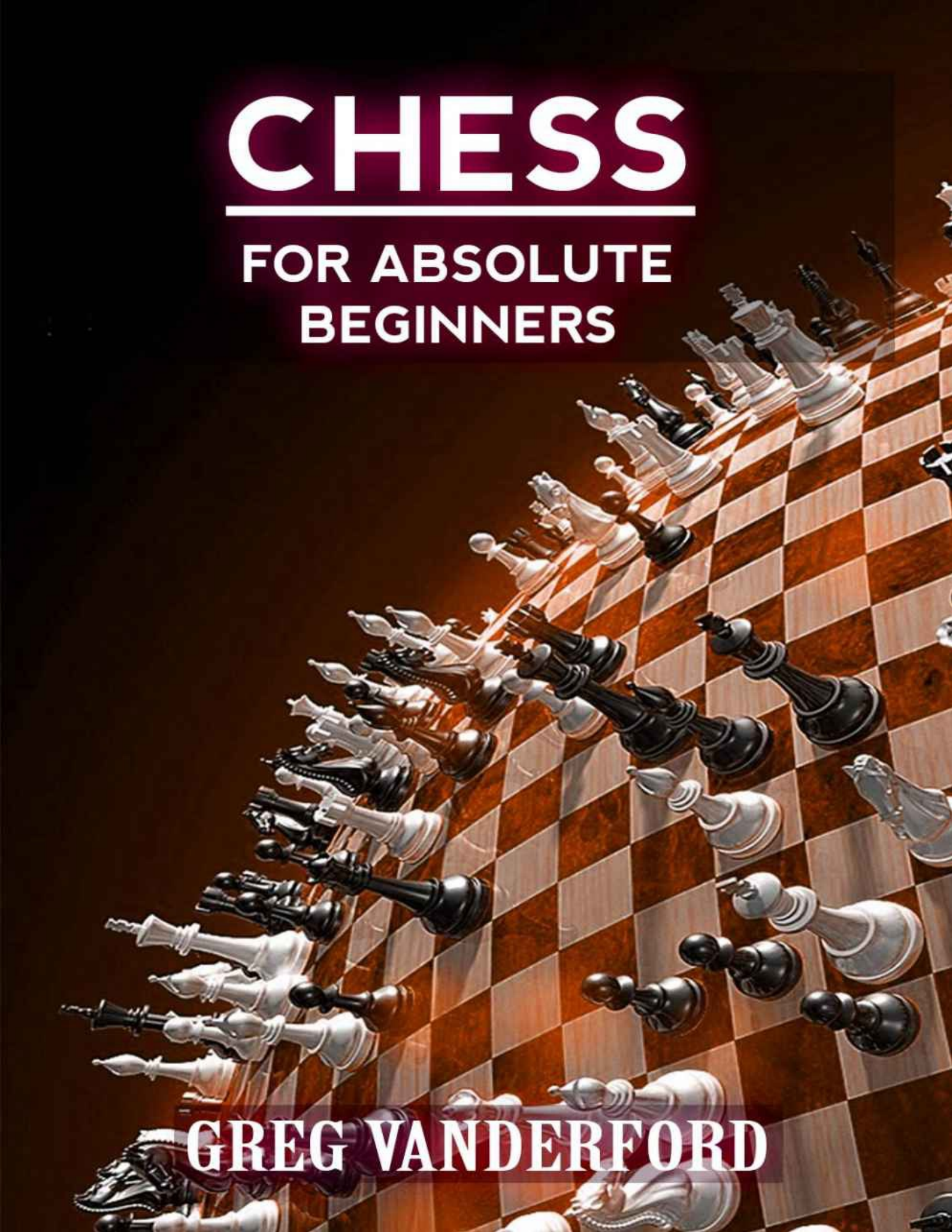
CHESS

FOR ABSOLUTE BEGINNERS



GREG VANDERFORD

Thank you for buying my eBook! I hope you enjoy it and please take advantage of this special offer for my online chess course:

https://www.udemy.com/chess-from-beginner-to-advanced-at-warp-speed/?couponCode=CHESSMASTER

Table of Contents

Lesson 1: THE CHESSBOARD and PIECES

Lesson 2: PAWNS

Lesson 3: ROOKS

Lesson 4: BISHOPS

Lesson 5: THE QUEEN

Lesson 6: THE KING

Lesson 7: KNIGHTS

Lesson 8: PIECE VALUES

Lesson 9: STALEMATE

Lesson 10: CASTLING

Lesson 11: CAPTURING EN PASSANT

Lesson 12: OTHER WAYS TO DRAW

Lesson 13: HOW TO START A GAME

Lesson 14: ATTACK and DEFENSE

Lesson 15: CHESS NOTATION

Introduction:

Chess is a wonderfully complex and challenging game that has been around since the 6th century CE. It is also a sport that can be enjoyed by people of all ages and backgrounds, especially in this digital age in which we are living when you can easily log in to a computer and instantly begin a game with someone halfway across the globe.

When you first learn how to move the pieces, it may feel like you have already digested quite a lot of information and struggle to remember the basics of the game. But learning how the pieces move is only the very first step in a long journey to understand the game of chess. In this book we start by introducing the pieces as well as other basics that every aspiring chess player should learn at the very beginning of their chess studies.

This very system has been used to train thousands of players from a beginner to an advanced level over the course of my chess teaching career. Now you have the opportunity to go through a process that has been proven to produce strong chess players in a very short period of time and with more ease than any chess training system that exists.

By the end of the book, if you have worked through the entire volume, you will be ready take on stronger chess competition and continue onto the more advanced stages of chess training, which I cover in my next book, Chess: From Beginner to Advanced at Warp Speed Volume 1.

I am excited for you to begin your training and take the first step on the amazing journey that we can all enjoy, as fellow chess players and students!

Lesson 1: THE CHESSBOARD and PIECES

Welcome to the cool and exciting world of Chess!

The game of Chess was invented about two thousand years ago in India (then traveled to Persia and to reach Europe later) and is the oldest game we know of.

Chess is played by two sides and you can win, lose or tie (draw).

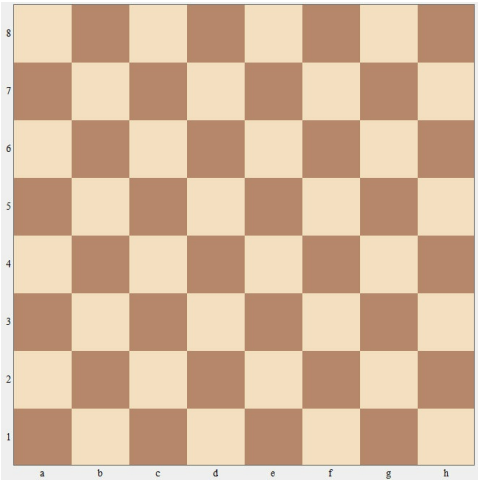
In order to play Chess you will need a chessboard and two sets of chess pieces of opposite colors (a light color and a dark one). White (or the side with lighter pieces) always starts the game, and players will alternate moves after that.

Here are all the different pieces:

K **King**
Q **Queen**
R **Rook**
L **Bishop**
N **Knight**
P **Pawn**

But, before we start learning about the pieces and how to play, we need to start learning about the Chessboard. It will only take a few minutes.

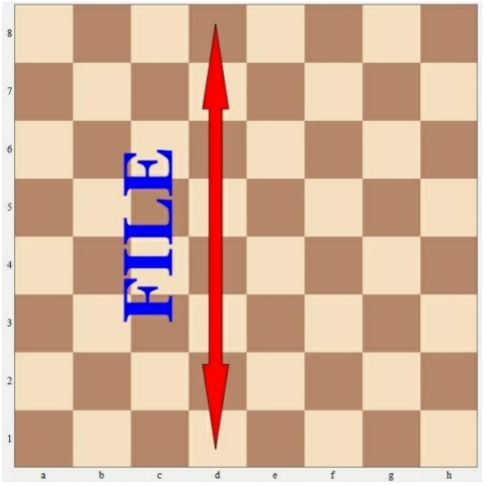
This is what a Chessboard looks like:



As you can see, the chessboard (which by the way is also being used to play checkers), has a square shape, with alternating light (usually we call them White) and dark (usually we call them Black) squares. Can you count how many squares are there on the chessboard?

64! Guess how many are there of each color? 32! The same identical number for each side.

On the chessboard, there are up and down squares, which are called ***files.***They go from a to h (left to right).

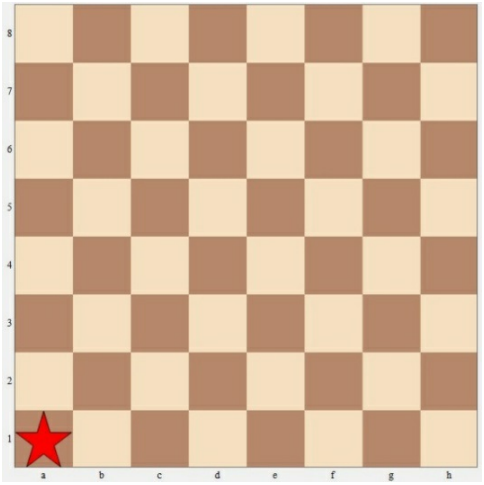


The squares that go side way are called ***ranks***. They go from 1-8 (from down to up).

There are 8 files and 8 ranks each on the Chessboard. So, if you multiply 8 squares by 8 squares, it would be equal to 64 squares.

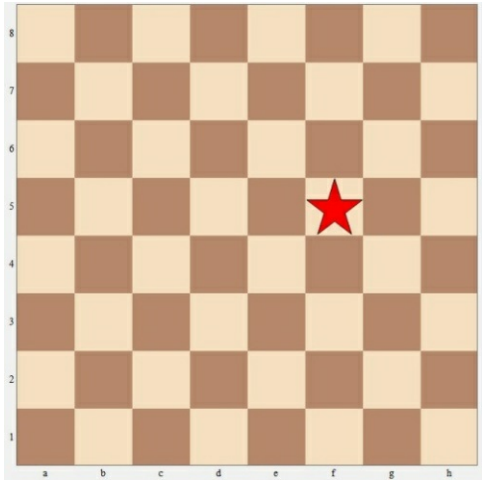
Each of the squares on the chessboard has a name, just like you and your friends.

For example the one in the left lower corner, where the “a” file meets the first rank, would be called: a1, as you can see the mark on the diagram below:



One thing to remember is the letter always comes before the number. Therefore, it would be a1 and not 1a.

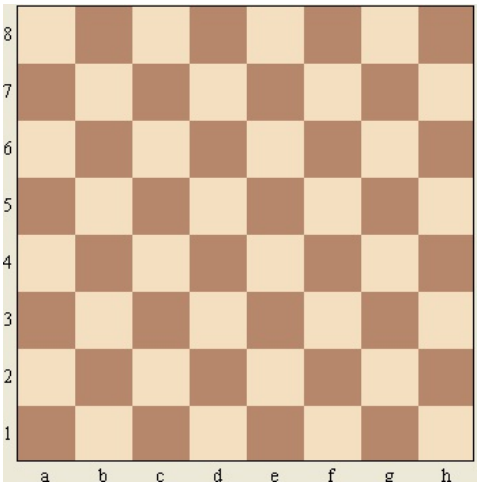
On the next diagram, where the “f” file meets with the fifth rank you can see the mark on f5.



In addition to ranks and files, there are also a series of squares that we refer to as ***Diagonals***.

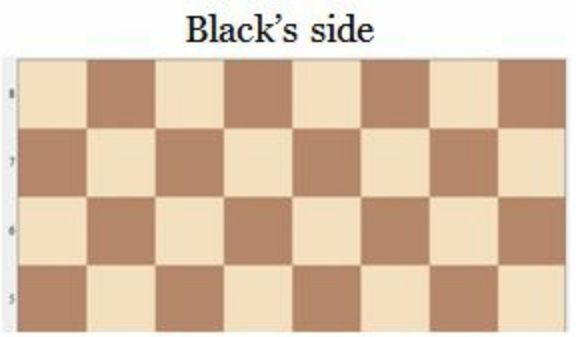
While squares on files or ranks have always alternating colors (four of each color), when we talk about diagonals, we always refer to a number of squares of the **same** color, either dark or light.

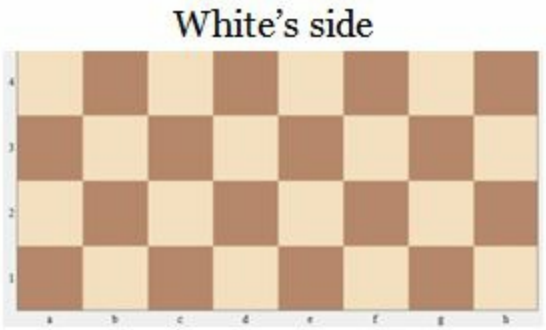
Diagonal Diagonal



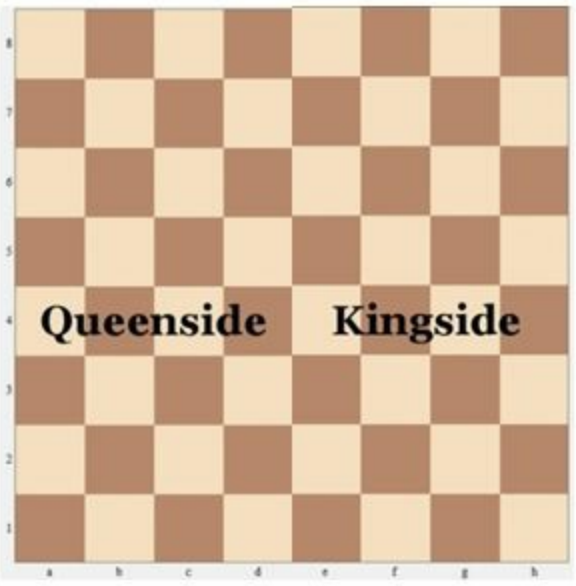
In addition to dividing the chessboard to light or dark squares, files, ranks and diagonals, we also divide them to other parts.

All the squares on the first through fourth rank are considered as ***White's territory***, while all the squares on the fifth through eighth ranks are ***Black's territory***.





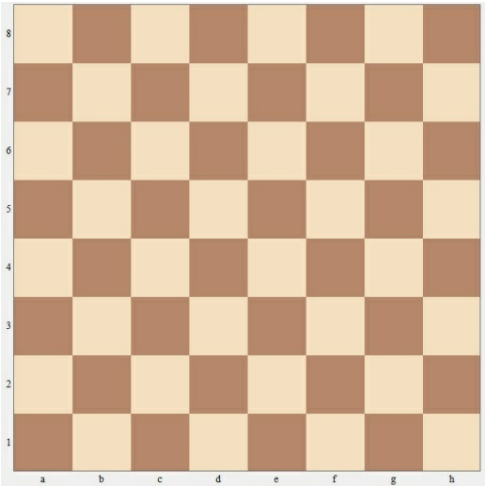
Another way to divide the board is by separating the right side and the left side. However, in chess we call it differently: the right side is the Kingside and the left side is the Queenside.



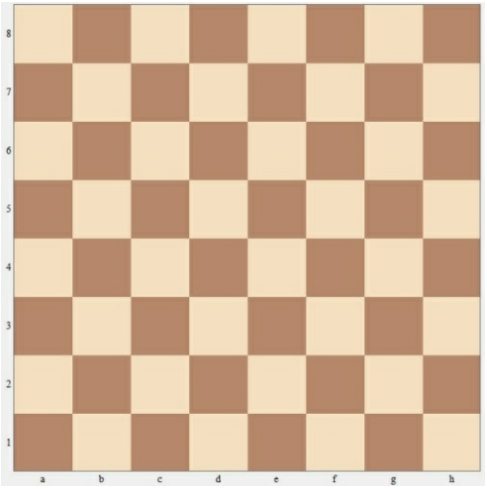
Remember the lower right corner (h1) always has to be of the light color!
And now let's test what you have learned in this lesson.

Lesson 1 - Test

1. How many squares are there on the Chessboard?
2. On a diagonal, are all the squares of the same color or do they alternate between light and dark squares?
3. What color is the c3 square?
4. What color is the g6 square?
5. List all the dark squares on the 6th rank?
6. Which are the light squares on the f file?
7. List all the squares on the d1-h5 diagonal.
8. Is the d5 square on the King or Queen side?
9. Mark b1, f3, e5, f2 and b7 with an “x” on the diagram below.



10. Draw a line on the diagonal between all the squares from a1 to h8


8
7
6
5
4
3
2
1
a b c d e f g h

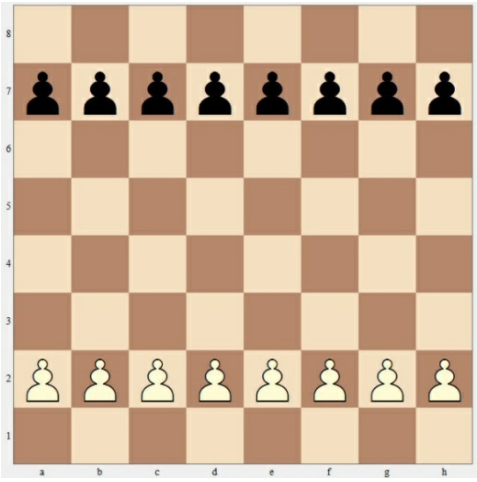
Lesson 2: PAWNS

Now that you are all familiar with what a chess board looks like, and in fact you know everything about it, it is time to get to know the chess pieces one by one.

The first piece we will learn about is the Pawn.

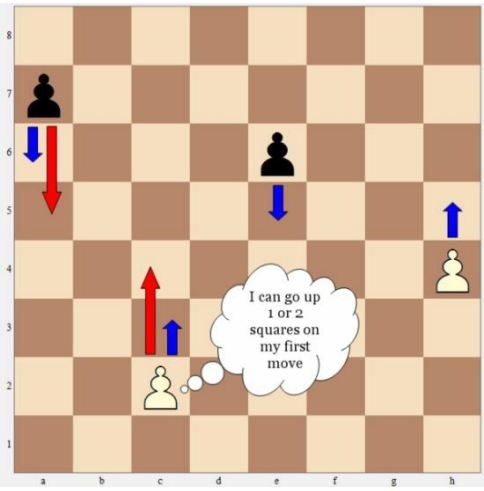
In chess each piece has a value. Pawns are the least powerful pieces on the board when a full chess game begins. Their value is only one point, compared to other pieces which range from 3 to 9 points each. However, unlike any of the other pieces, each side has eight Pawns to start with! In addition, Pawns have special powers in several ways, like no other piece.

This is how the Pawns are set up on the 2nd and 7th ranks at the beginning of a chess game:

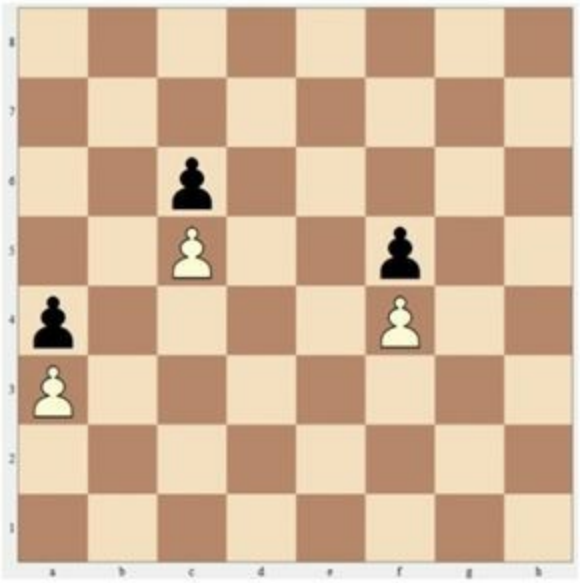


Here are the rules about how the Pawn moves:

Pawns move straight ahead, one square at the time. However, Pawn can jump forward two squares one time from its initial position. In other words, if a Pawn is still in its starting position, you can choose to move it one or two squares up. Once it has moved (one or two squares), that Pawn can only advance one square up at the time after that.

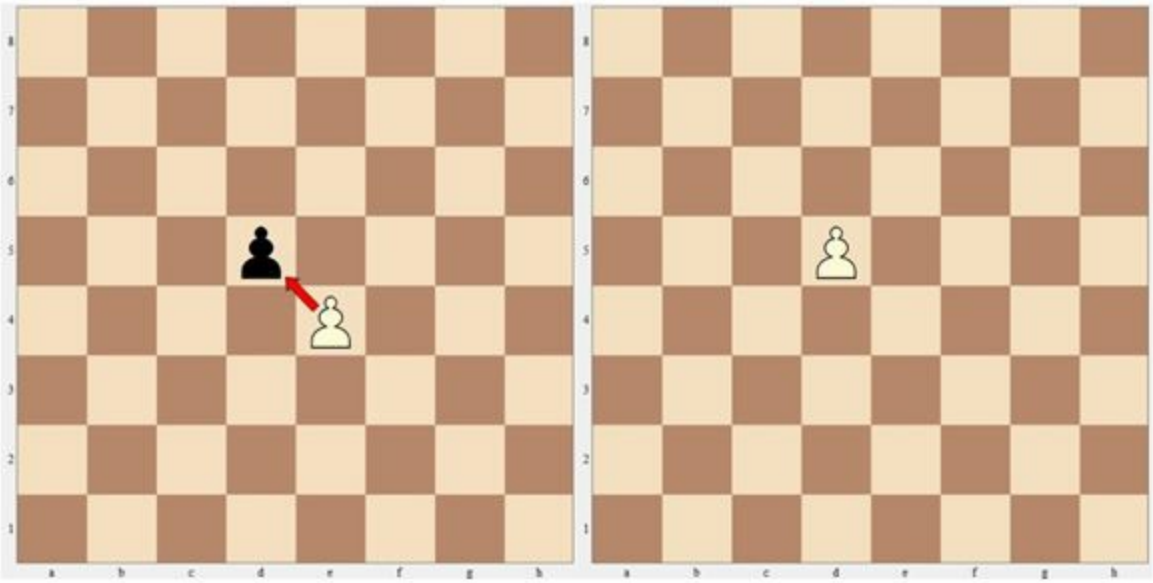


When a Pawn has another piece right in front of it like in the position below, it is stuck and cannot move forward.



None of these Pawns can move!

Pawns, however, unlike other chess pieces, capture differently than the way they move. The Pawn moves forward but captures diagonally.



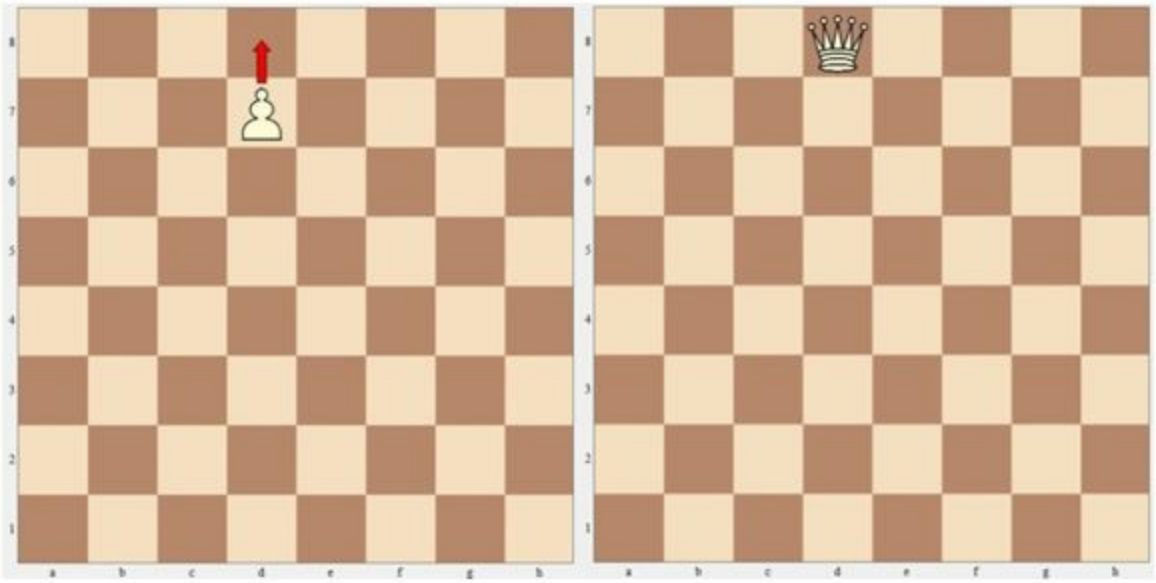
Pawns are the only pieces which do not move backwards! That means that White Pawns start on the second rank of the board and head towards the eighth rank, while a Black Pawns start on the seventh rank and will try to get to the other side, the first rank.

But why? What is there at the other end of the board? This is where

magic will happen.

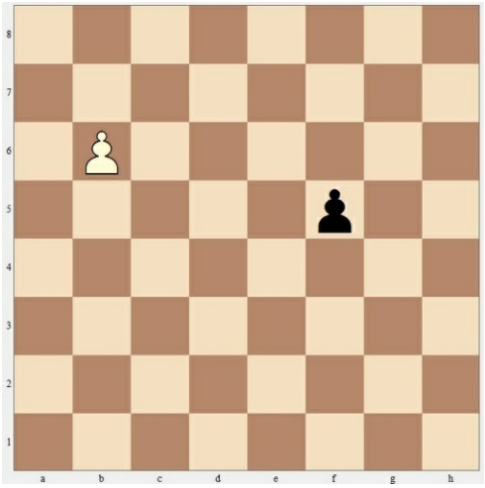
Pawns have a cool trick under their sleeves. It is the only piece which can ***promote*** and become another more valuable piece! Once a Pawn reaches the last rank, it can become ANY piece except the King!

However, it **cannot** remain a Pawn. It must become another piece such as Queen, Rook, Bishop, or Knight. In most cases, the Pawn usually promotes to become a Queen because that is the most valuable piece in chess.



A fun game to play is the “Pawn War” game, with all eight Pawns on both sides (but without Kings for now). The goal is to get across to the other side of the board and promote. The side who promotes first wins!

In Pawn Wars we often see a race between the Pawns of the two sides, just like the example below:



We see that the White Pawn is already on b6, only two squares away from the promotion square b8, while Black needs four more moves to get there (to f1). So, if White starts, the first move will be to push the Pawn to b7, then Black pushes the Pawn to f4 and White arrives first by advancing the Pawn to b8 to promote.

But how do we write down a Pawn move?

In the most commonly used "short" notation, you simply use the name of the square where a Pawn is moving to. For example, if a Pawn from b6 moves to the b7 square, you would just write b7. There is no need to write P for Pawn although you could if you wish.

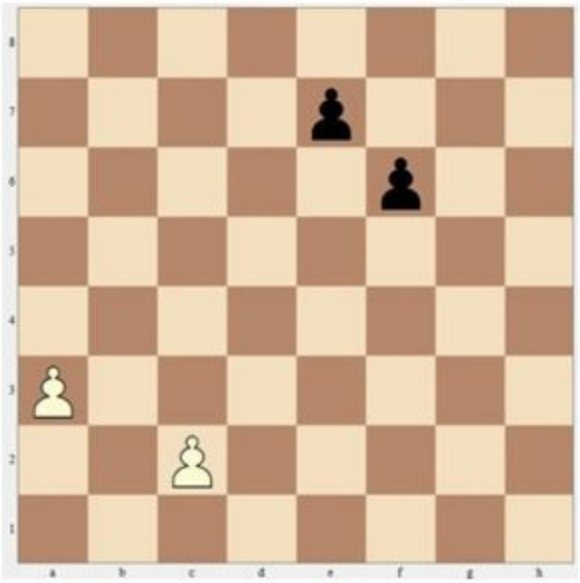
In the "long" notation, once again you do not need to write P for Pawn. All you have to do is to write the name of the square where the pawn is from and the name of the square it is going to. In our example, it would be b6-b7.

Let's look at another example. When a Pawn moves from f5 to f4 (for Black), you would just write f4 using the "short" notation or f5-f4 if you are using the "long" notation.
When a Pawn promotes, for example to a Queen on b8, we write: b8 (Q).

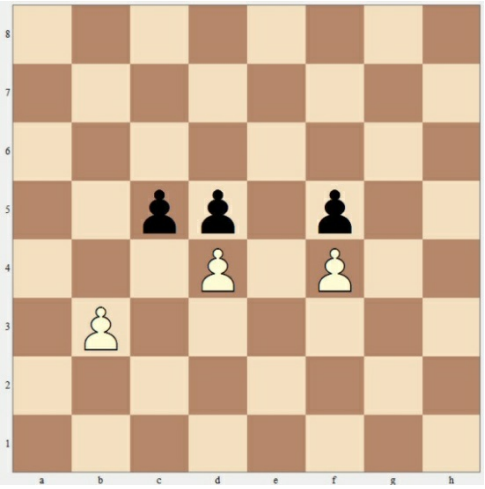
Lesson 2 -Test

1. Can Pawns move backward?

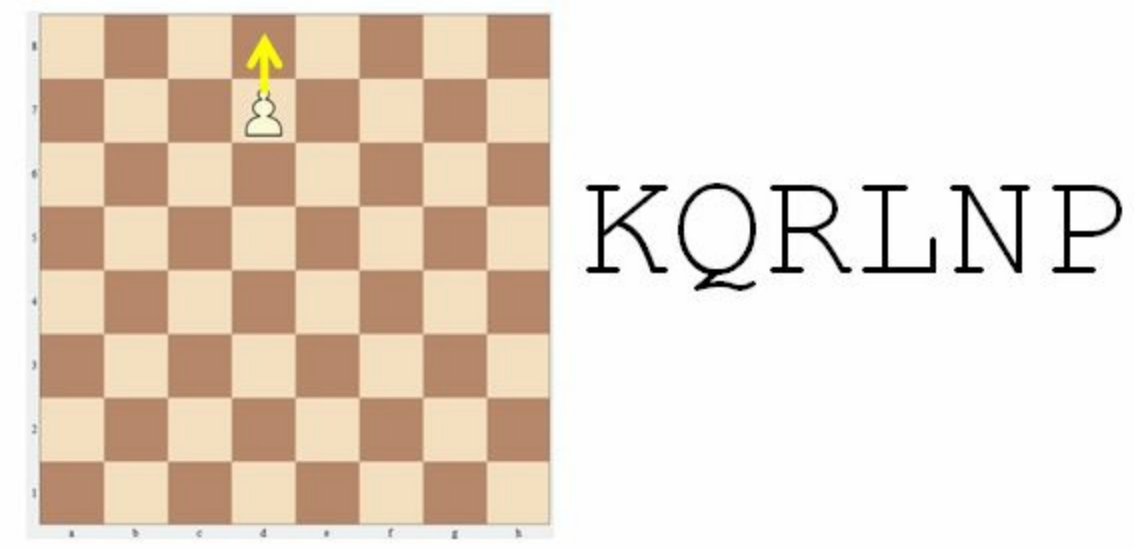
2. A White Pawn reaching which rank can promote to another piece?
3. How many points is a Pawn worth?
4. How does a Pawn capture? Straight, diagonally or backward?
5. List all the Black Pawns on the Queenside of the board in their starting position.
6. What are White's and Black's legal moves in the position below? List all of them.



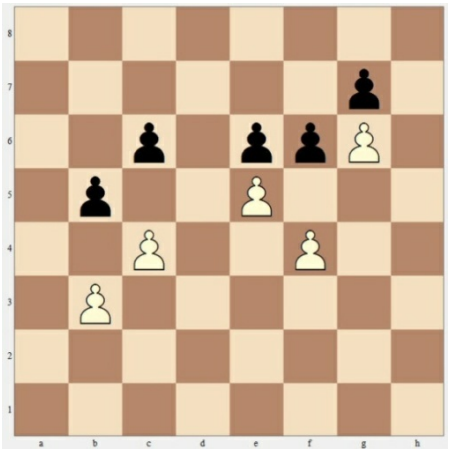
7. Which Pawn can White capture in the position below?



8. Circle every piece that the White Pawn can be promoted to.



9. Answer TRUE/FALSE question about the position below:



a. White's Pawn on e5 can capture Black's Pawn on f6 TRUE FALSE

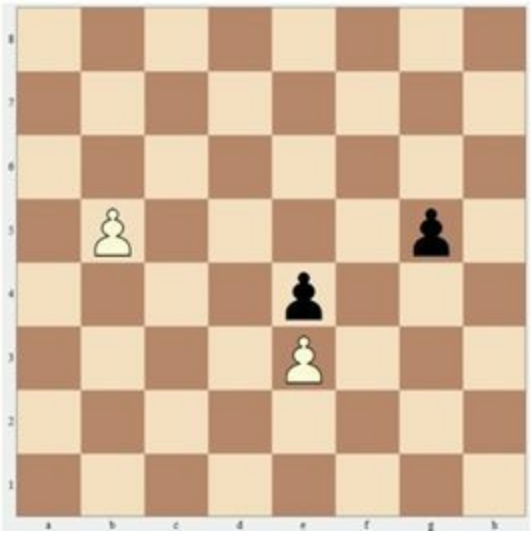
b. Black's Pawn on g7 can capture White's Pawn on g6 TRUE FALSE

c. White's Pawn on c4 cannot capture any Black Pawn TRUE FALSE

d. Black's Pawn on b5 can capture White's Pawn on c4 TRUE FALSE

e. Black's Pawn on f6 can capture White's Pawn on e5 TRUE FALSE

10. In the next position it is White's turn. Who will get to promote first? Circle the correct answer.

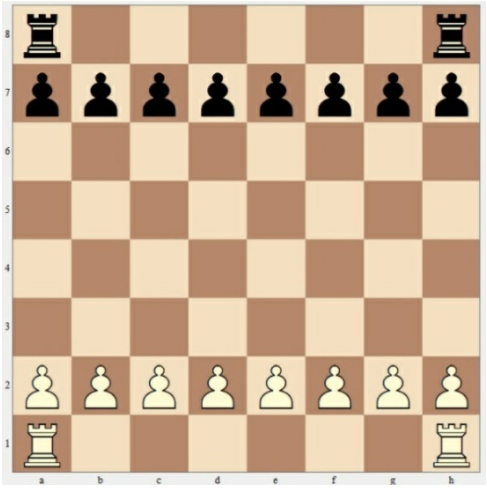


White / Black

Lesson 3: ROOKS

Now that you are all familiar with Pawns, in this lesson we will learn about the Rooks.

When a chess game starts, each side have two Rooks on the board. Their starting positions are on the a1 and h1 squares for White and on the a8 and h8 squares for Black.



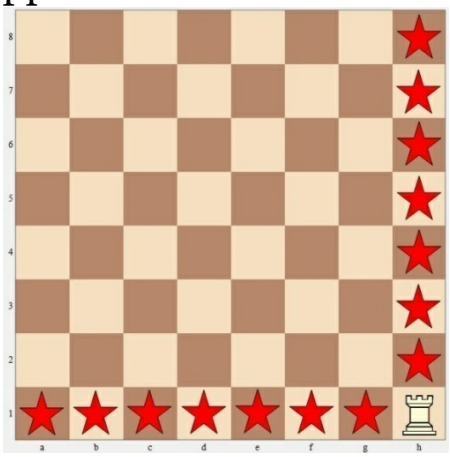
The Rook also has two nicknames: tower or castle.

Each Rook is worth 5 Points. This is equal to 5 Pawns.

The Rook moves on “tracks like a train”, in straight lines, up, down, left, or right. The Rook moves either on files or ranks, *but never on diagonals*.

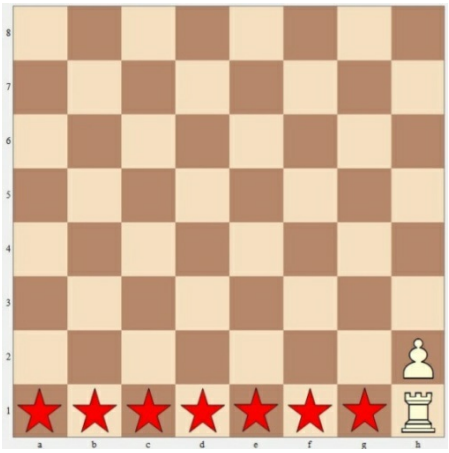
The Rook moves and captures the same way. Naturally the Rook (just

as any of the other pieces), can never capture any of its own pieces, only the pieces of the opponent.

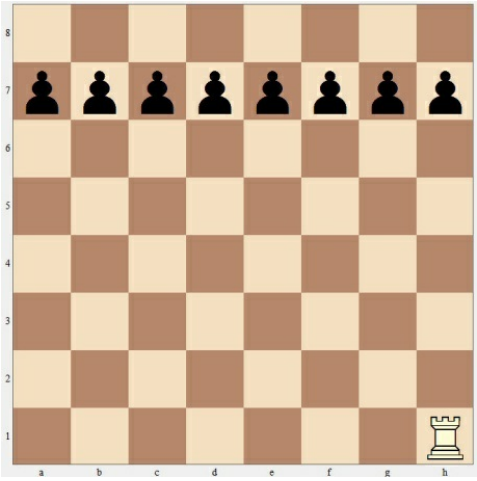


In the position in the diagram above you can see the White Rook in the corner on h1. There is nothing in its way. Therefore, from h1 it can move to the left, either to a1, b1, c1, d1, e1, f1 or g1 along the first rank. It can also move up along the "h" file, to h2, h3, h4, h5, h6, h7 or h8. The Rook cannot move to any other square from its position on h1.

To notate a Rook move, you write "R" (for Rook) in front of the name of the square the Rook is about to move to. For example, if a Rook moves from h1 to b1, it would be "Rb1". This is the "short" notation. For the "long" notation, you would write Rh1-b1. If the Rook would capture an enemy piece with the same move, then we add an x as the sign for capturing. In this case, you would write Rxb1 in "short" notation. In the "long" notation, you would write Rh1xb1.
However, let us look at what happens if we add a White Pawn on h2 to the position:

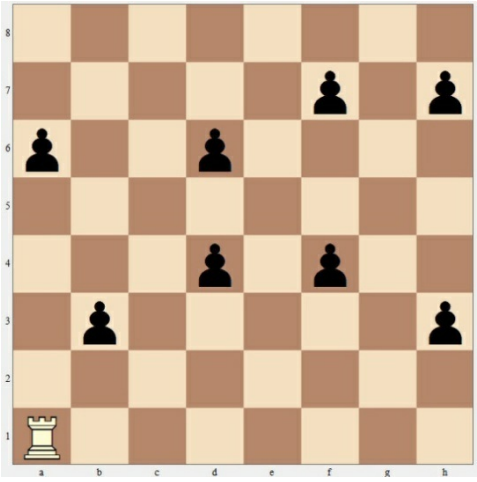


In the position above, the mobility of the White Rook (on h1) is more limited. It can still move toward the left, but no longer can move up along the h file because the Pawn on h2 is in its way.
Remember: In chess most pieces cannot jump over other pieces. The only exception to that rule is the Knight, but we will learn about that later.
In the position below, you can see White's Rook in the corner on h1. Black has his Pawns all along the seventh rank.



While in a chess game, the two sides alternate in making moves, let us pretend for now that White can make one move after another. In which order can the White Rook capture one Black Pawn after another?

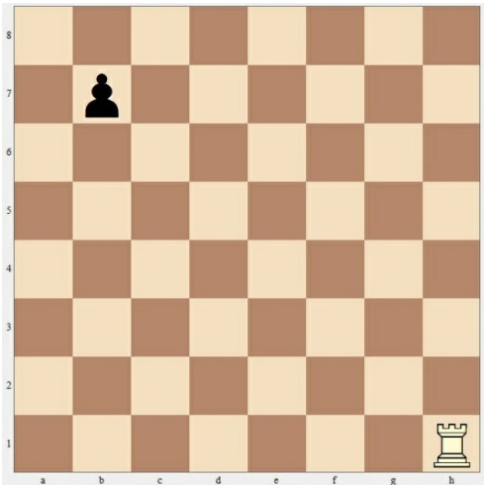
Solution: The Rook can capture all the Black Pawns, in the following order: first the h7, then g7, f7, e7, d7, c7, b7 and a7. Here is another example:



Again, let us pretend that only White can move, without Black making moves. How can White capture all of Black's Pawns in just 8 moves?

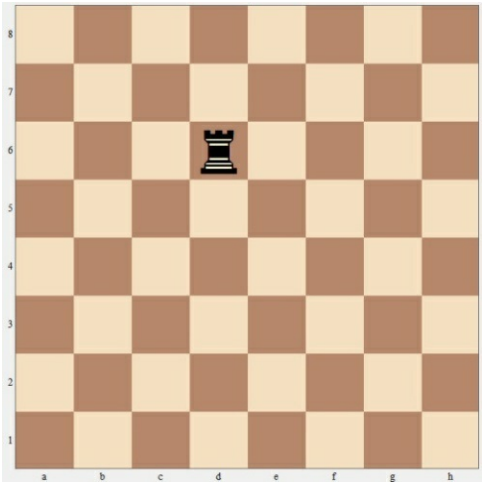
Solution: The Rook can capture all the Black Pawns in the following order: a6, d6, d4, f4, f7, h7, h3 and b3.

Now let us see a few examples with Rook versus Pawn, when both sides are making moves, like it normally is when two players play a real game.

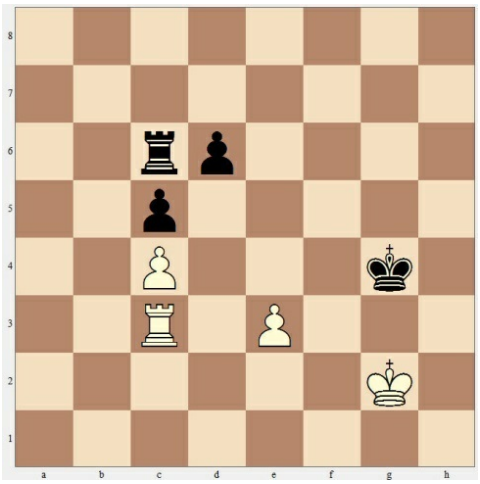


White is aiming to capture Black's only Pawn on b7. Which is the fastest way to capture the Black Pawn? White could move up his Rook to h7 attacking Black's Pawn. But then Black's Pawn could move forward to a safe square, to b6 or b5. Therefore the best move is: 1.Rb1 attacking the Pawn from the b file. Then after the Pawn moves either to b6 or b5, White's Rook can capture the Pawn.

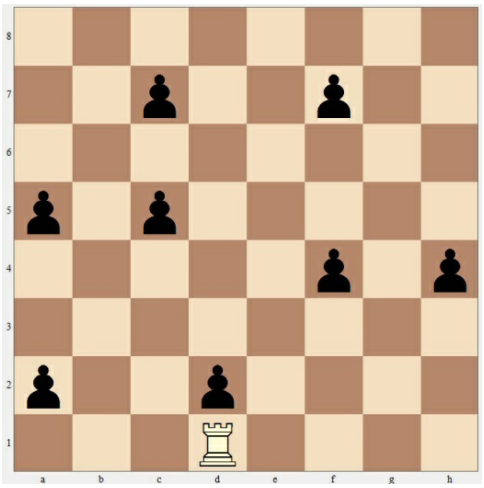
Lesson 3 – Test



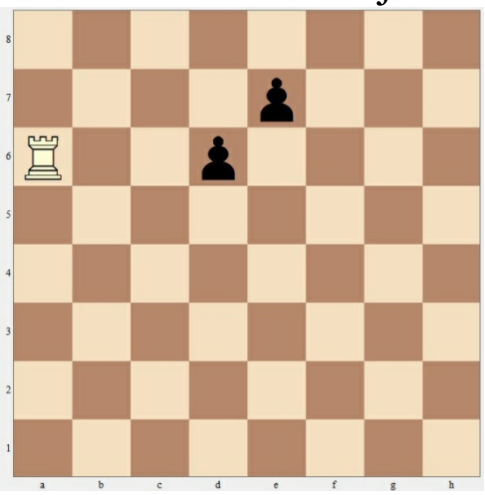
1. How many points is a Rook worth?
2. Can the Rook move backward?
3. Does the Rook move and capture differently?
4. Mark all the squares with an “x” all the squares the Black Rook can move to from its current position on d6 in the diagram below:



5. Mark all the squares with a “B” where Black Rook can move to and with a “W” where White Rook can move to.

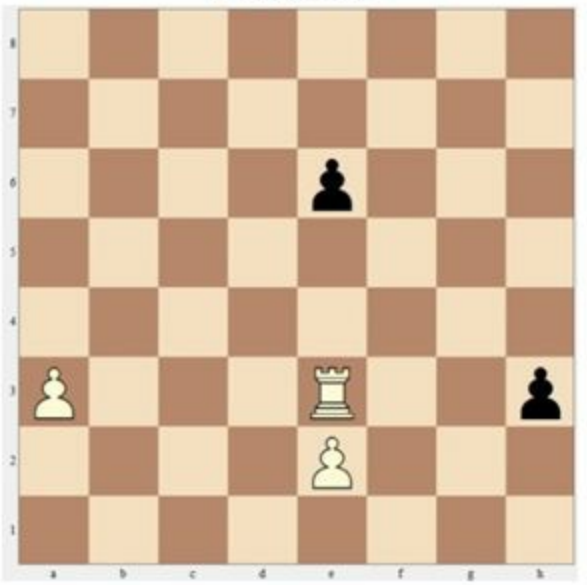


6. Assuming that only White moves, show in which order can the White Rook capture all of Black’s Pawns in just eight moves.



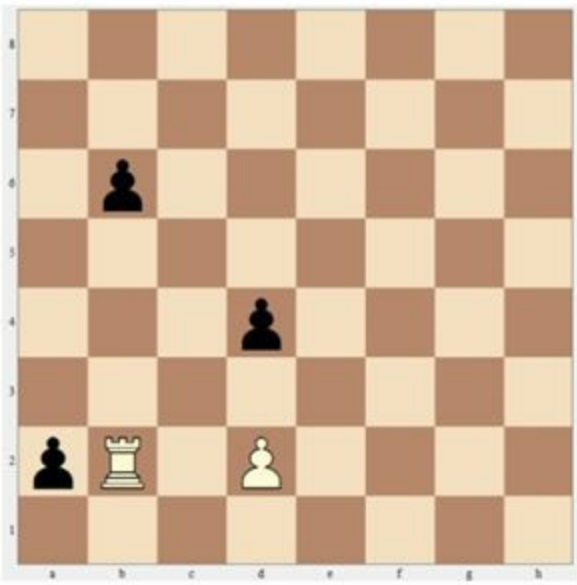
7. Would it be smart for White to capture Black’s Pawn on d6 in the position below?

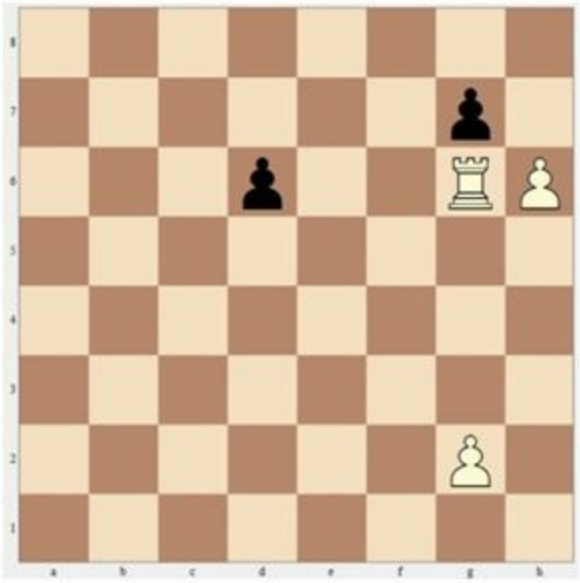
YES / NO



8-10. Find all the legal captures that the White Rook can make.

#8._____





#9._____ #10._____

Lesson 4: BISHOPS

Now, that you already know about the Pawn and the Rook, we will move on to learn about the Bishops.

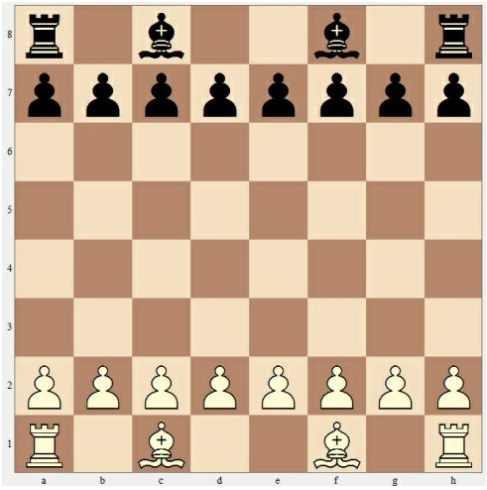
The Bishop in some languages is also called: runner. And it is for a good reason as the Bishop, just like the Rook, is a long range piece. It can get from one side of the board to the other very quickly.

The split that you can find in the Bishop of many chess sets, symbolizes the two-pointed hat that Catholic Bishops wear.

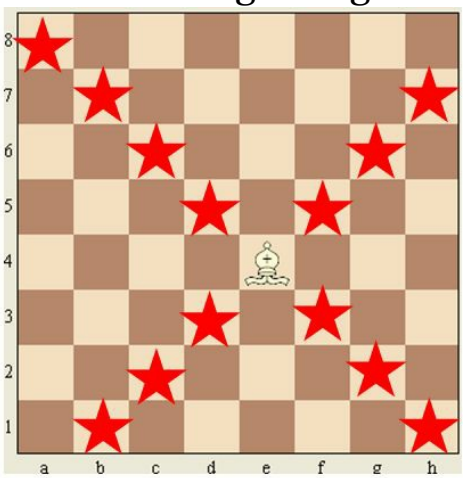
Remember the value of the Pawn and the Rook? It was one point for the Pawn, while five for the rook. The Bishop's value is: three points or is similar value as three Pawns.

L = PPP

The White Bishops start a regular chess game on c1 (running only on dark squares), and f1 (running only on light squares), while the Black Bishops start on c8 and f8.



The Bishop moves only on ***diagonals*** consisting of the same color squares as the Bishop is on. It can never move to a different color square than where it starts at the beginning of the game.

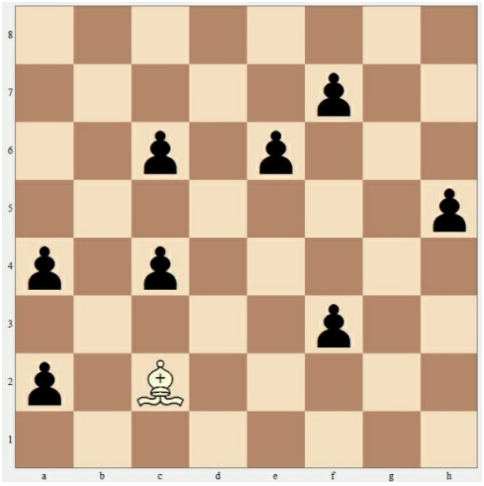


In the position above, White's Bishop that is on e4, can choose to move to one of the following thirteen squares: b1, c2, d3, f5, g6, h7 or on the other diagonal to: a8, b7,c6, d5, f3, g2, h1.

When a Bishop moves from e4 to h7, we would write Bh7.

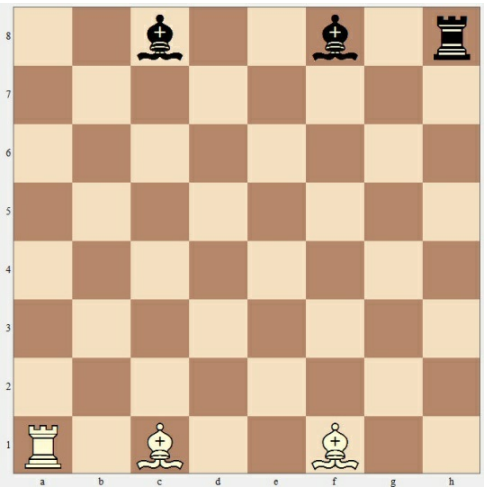
Just like the Rook, the Bishop moves and captures the same way.

In the next example, we will see how the White Bishop (starting on c2) is able to capture all eight Black Pawns in just eight moves, of course assuming that only White moves.



The solution is: The Bishop can capture all of Black's Pawns in the following order*: a4, c6, f3, h5, f7, e6, c4* and finally *a2*.

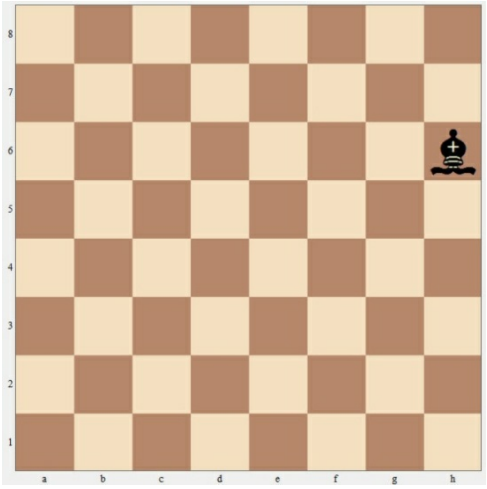
It is a fun and a good practice to play little games with the pieces that you already learned about. Below is one example of a mini fun game using only Rooks and Bishops, which are the pieces you have learned about so far.



Whoever captures an enemy piece wins the game. If within 10 moves neither side wins any piece the game is a tie. If one side captures a Bishop but on the very next move the other side can capture a Rook, the side winning the Rook wins, as it is a more valuable piece.

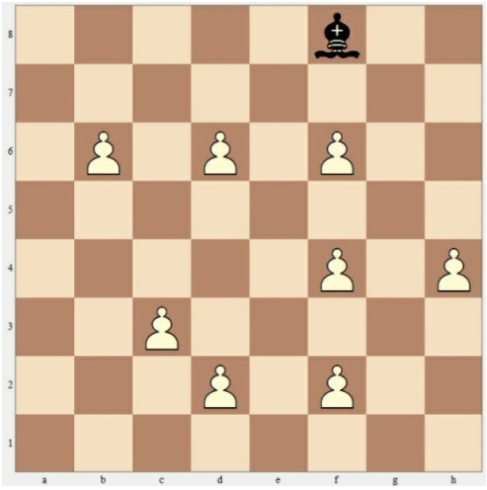
Lesson 4 – Test

1. How many Bishops does each side start with?
2. What is the quickest way to get a Bishop from h2 to b2? How many moves does it take?
3. Which piece is more valuable, a Bishop or a Rook?
4. How many different moves can a Bishop make if it is located on h6?



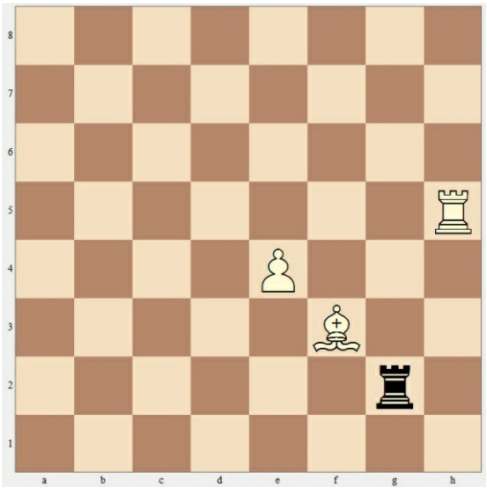
4._____

5. How can the Black Bishop capture all of White's Pawns in 8 moves? (For the purpose of this exercise, Black makes all 8 moves and White does not make any move.)



5._____

6. Which squares are available for White's Bishop to move to, considering the other pieces on the board?



6._____

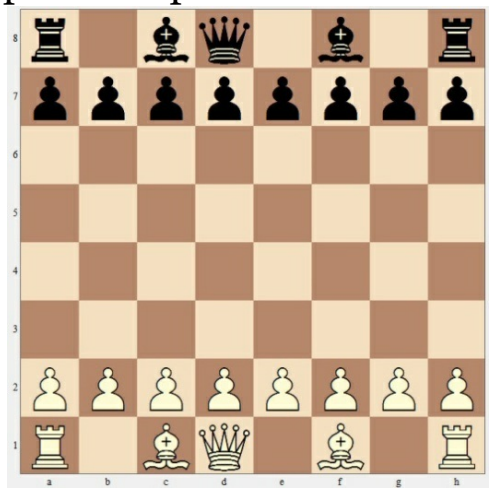
7. In the position shown in question #6, what is White's best option?

8. Generally speaking, would it be smart to give up your Rook to capture your opponent's Bishop?

Lesson 5: THE QUEEN

Now that you already have been introduced to the Pawn, Rook and Bishop, it is time to learn about the most valuable piece in chess: the **Queen**.

Each side starts the game out with only **one** Queen. Their starting positions are d1 for White and d8 for Black. As the name suggests, it is like royalty, the most powerful piece in chess.



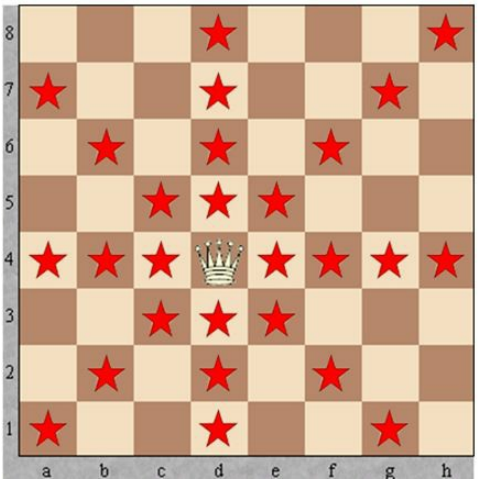
The Queen's value is 9 Points, far more than any other piece. For example, it is equal to 3 Bishops, or 1 Rook + 1 Bishop + 1 Pawn, and so on.

Q = VVV or VTZ

It is usually very important to keep in mind the value of the pieces.

The higher the total value of the pieces that you have (compared to your opponent), it usually equates to a better position and more chances to win the game.

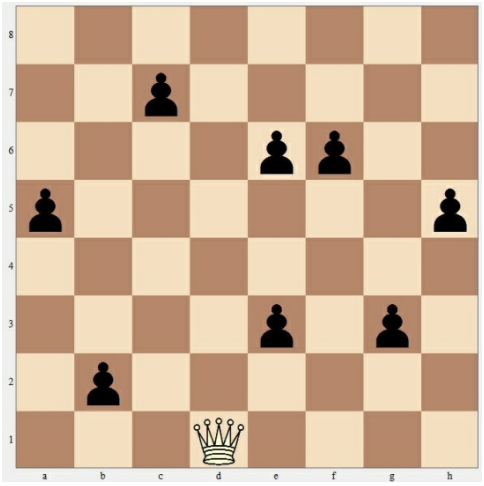
Therefore, generally you would want to guard your pieces very carefully, especially your Queen and Rooks, as those are the most valuable pieces on the chess board.
The Queen does what the Rook or Bishop does. It can move on files, ranks and diagonals. It is like a combination piece and therefore has great power.



In the position above, the Queen has so many options. If you count the stars, it would show 27 different squares that the Queen can move to from its current position on d4.

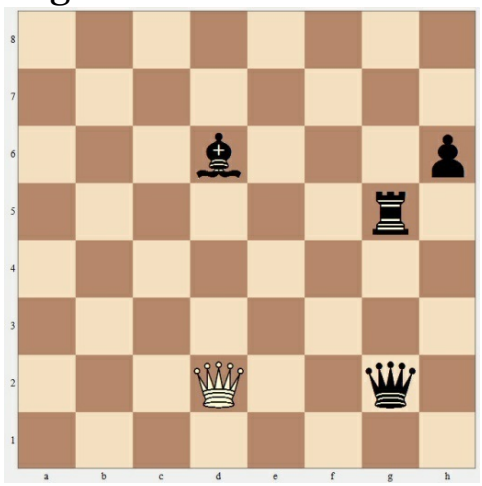
Now let's compare that to the Rook or Bishop on the same d4 square. The Rook on d4 would only have 14 possible squares to move to, while the Bishop on d4 only has 13 possible squares to move to.

Let us see an example of how the White Queen (on d1) can capture 8 Black Pawns (with no other pieces on the board, and only the side with the Queen moves).



The following is the correct order of captures: h5, a5, c7, g3, e3, e6, f6 and b2.

Let's look at the following situation:



The White Queen is on d2 and has the option to capture three different Black pieces: the Bishop on d6, the Rook on g5 or the Queen on g2. Given those three options, which one do you think White should choose, considering Black's expected best response?

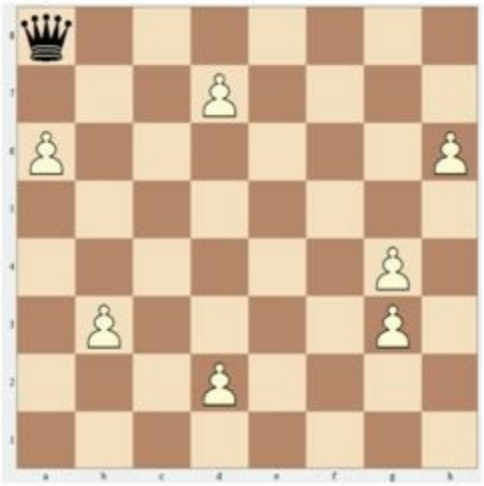
It is very important in chess to always try to look for your opponent's very best response that you can find. Only with that understanding, you can make the right choices of your own.
Let us study the various options that White has. The highest value piece that White can capture is Black's Queen. However, after that choice, Black would *recapture* with the Rook from g5.

This would be called an *even trade* or *exchange*, as White captures the Black Queen, but loses his own Queen right after it.

Capturing the Black Rook on g5 is even worse because as a response, Black could capture the White Queen with either the Queen or the Pawn from h6. This would be a net loss for White of four points, by giving up a nine point piece (Queen) for a five point piece (Rook).

Even though the Bishop has the lowest value of the three choices, it is still clearly the best one to capture, because it is for **free,** as White will not lose the Queen in return.

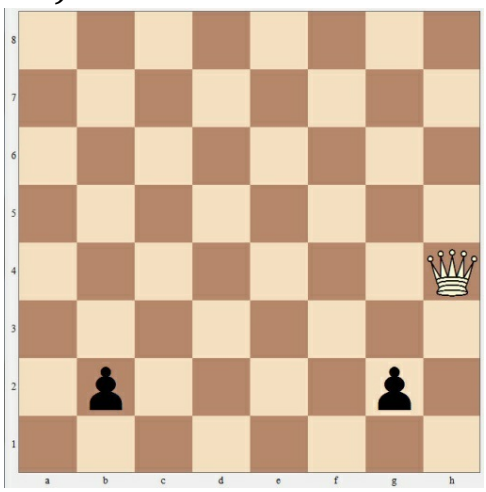
So, the correct answer is Qxd6, which is the short way to write: Queen captures Bishop on d6.



Lesson 5 –Test

1. How many Bishops equal the value of a Queen?

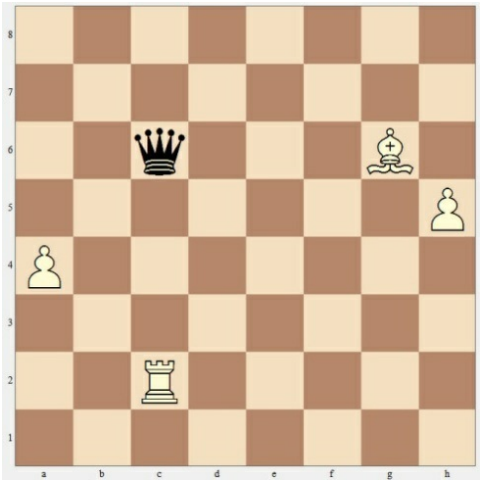
2. How can Black capture all the White Pawns in seven moves? (White will not make any moves)



2._____

3. What is more valuable, a Queen or a Rook plus a Bishop?

4. How can White stop both Black Pawns (which are about to promote) at the same time?



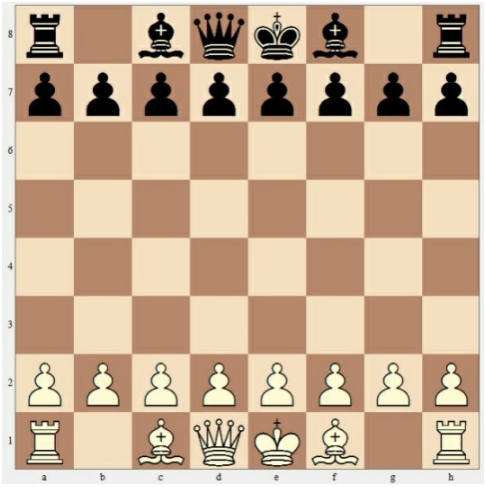
5. Which White piece should Black capture, the Rook, Bishop or Pawn?

Lesson 6: THE KING

In this lesson we are learning about a new piece: the **King**. In many ways the King on a chess board is like royalty and like an old man.

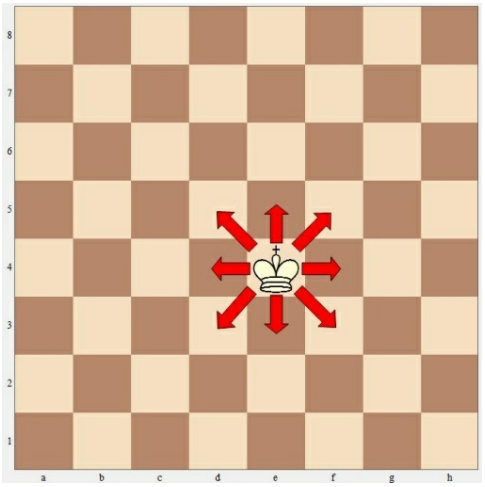
Why is it like an old man? Because, it moves very slowly, only one square at the time.
Why is it like a royalty? Because it is the most important game piece in a chess game.
The King has no “number value” as the other pieces, because it is more important.

The White King starts the game on e1, while the Black King starts on e8, as shown below.

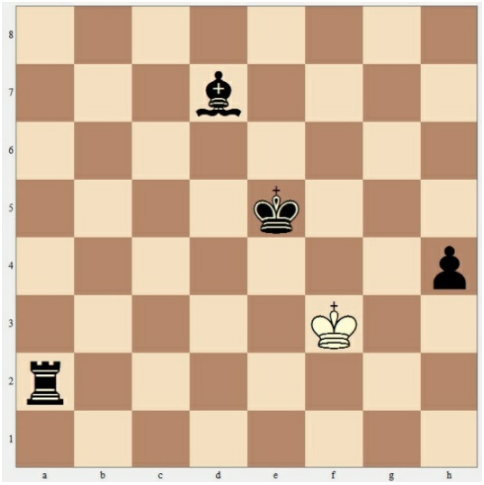


*You can lose any piece during a game and the game will still continue. But if you would lose your King, it would be game over. Therefore, it is most important to make sure that your King is safe at all times. It also means that you can <u>never</u> move to a square where your King could be captured by any of your opponent's pieces. That would be also called: moving into a **check** – which you can never do.*

The King can move one square in any direction, as you can see on the diagram below:



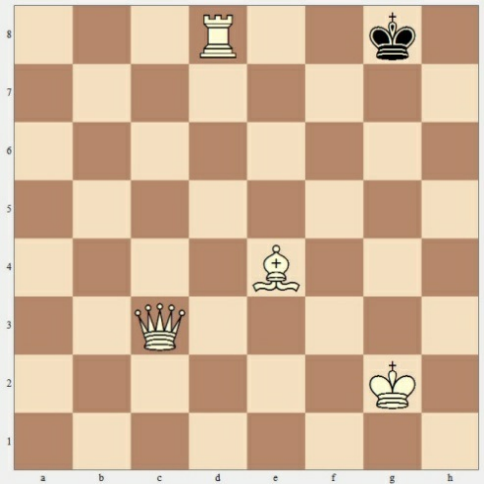
Let us see an example, with also enemy pieces on the board, where a King can and cannot move to:



The White King from f3 cannot move to e2, f2 or g2 because of the Black Rook on a2 guarding the entire 2nd rank. The King cannot go to g4 because that square is guarded by the Black Bishop on d7. The King cannot go to g3 because the Black Pawn on h4 guarding the g3 square. The King also cannot move to the squares f4 or e4 because both of those squares are guarded by the Black King on e5.

The only square the King can move to is e3.

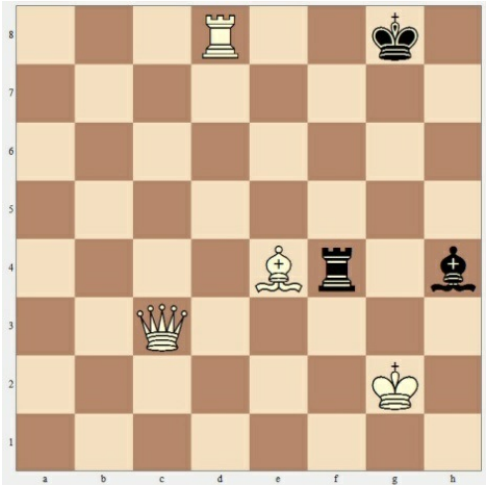
In the next position:



The Black King is being attacked (which means that the King is in **check**) by the White Rook on d8. When that happens, the side in check MUST find the solution to resolve it. In this example, the only choice that Black has is to move the King to f7 (Kf7).

Below is an example of additional options on how to defend against a

check.



In this position, Black has numerous options.

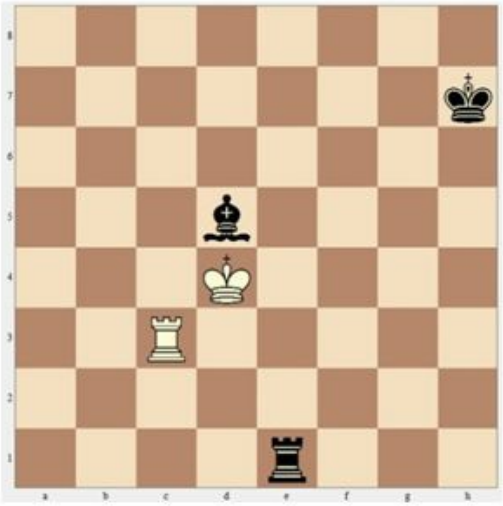
1. Move the King away from the check. Kf7 would get the King out of the check.
2. Capture the enemy piece that is checking the King. Here that would be Bishop from h4 capturing the Rook on d8 (Bxd8).
3. Blocking the check. That means to move one of your own pieces between your King and the piece which is checking the King. In this position, that would be the Rook from f4 to f8 (Rf8). This third option will not work against a check by a Knight or Pawn.

Remember that two Kings can **never** move right next to each other.

Lesson 6 – Test

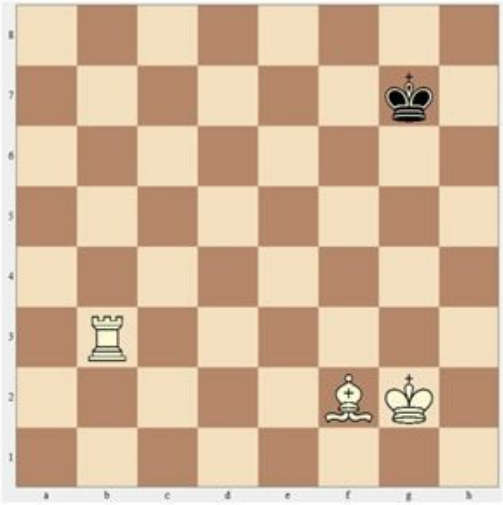
1. In the position below:

a. List all the possible moves of the White King
b. Which is the best of the three choices?



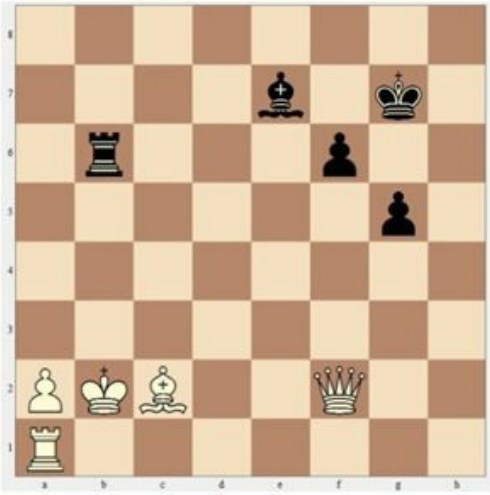
2. In the position below:

White has three ways to check the Black King. What are they?



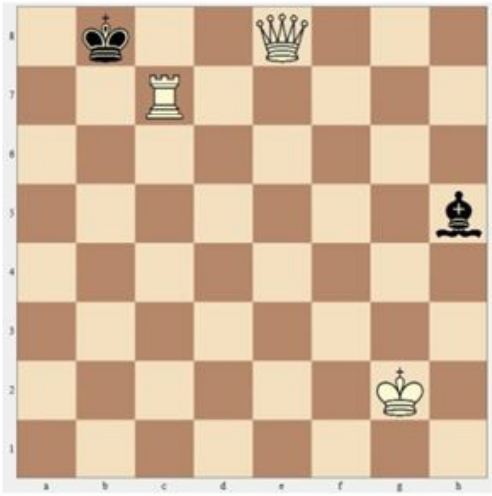
3. In the next position:

The White King is in check. What are White's choices to get out of it?
Can you list them all? Which one is the best choice and why?



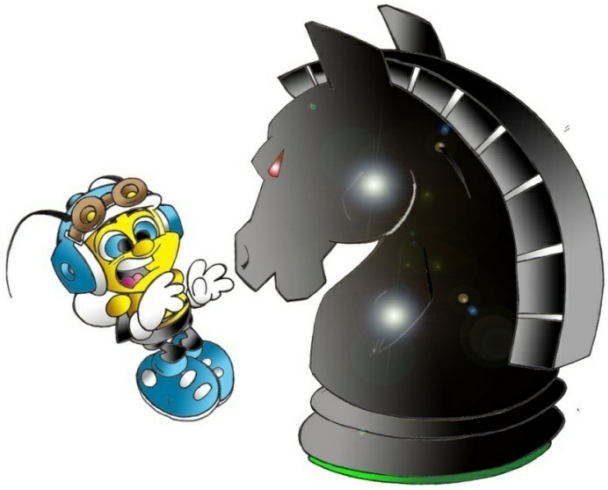
4. In the position below:

What are Black's options to get out of check? Which is the better choice and why?



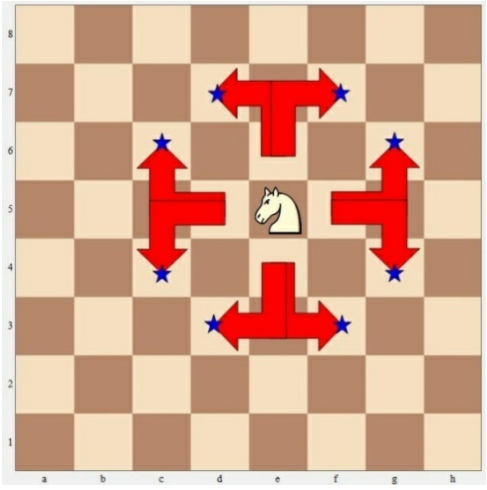
Lesson 7: KNIGHTS

Now that you know about the chess board and how most of the chess pieces move, we will learn about the last piece, the coolest piece, which is the **Knight**. You may call it a horse or horsey too.

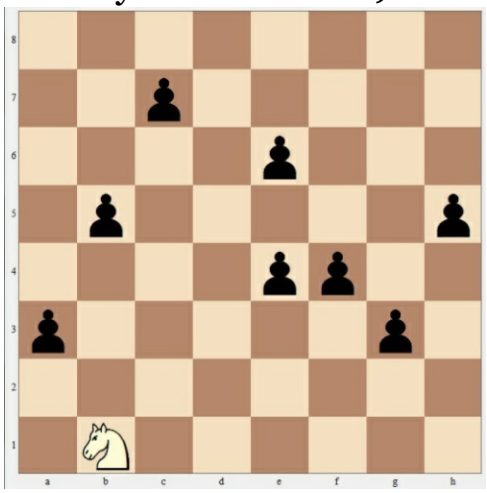


Value = 3 Points or equivalent to 3 Pawns or 1 Bishop.

The Knight has a fun trick just as a real horse. It is the only piece which can ***jump*** over another piece. The Knight always alternates jumping from light to dark squares and then again dark to light squares and so on. It jumps in an L-shape.

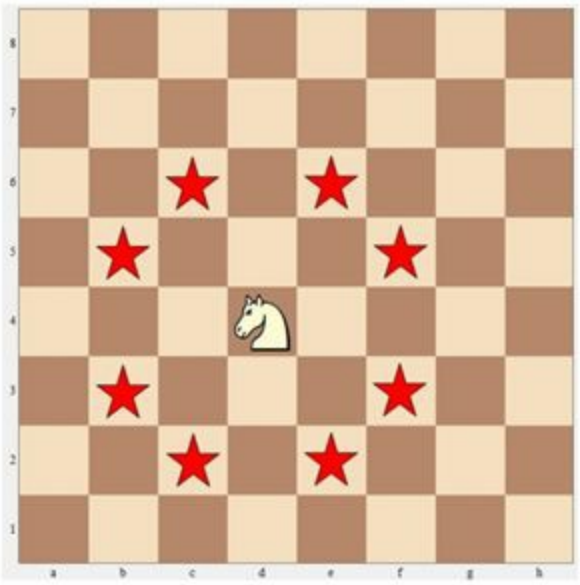


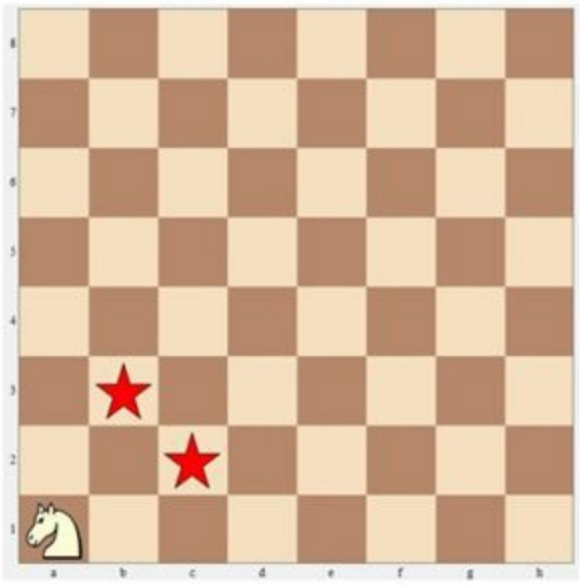
As shown in the diagram above, the White Knight can move from e5 to: d7, f7, c6, g6, c4, g4, d3 or f3. If the Knight moves from e5 to f3, you would write Nf3. You may wonder why the letter N is used for Knight and not a K when it is spelled with a Knight. The reason is not to mix it up with a King move!
In the next example, we see how to capture 8 Pawns (with no other pieces on the board, and only White moves) with the Knight.



Solution: The Knight will capture all of Black's Pawns in the following order: a3, b5, c7, e6, f4, h5, g3 and e4.

A centralized Knight (in the middle of the board) has so many more choices of moves (8) than one in the corner (2).



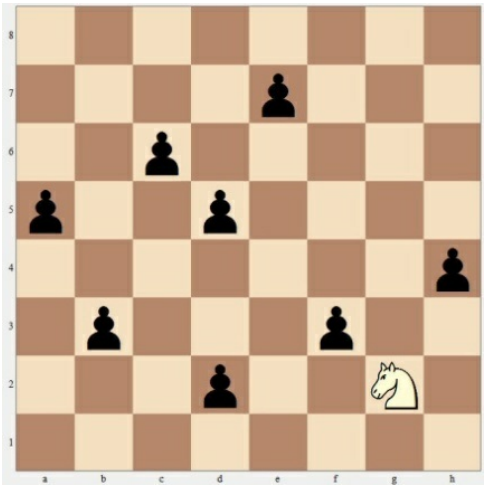


Generally the more squares your pieces can reach from their position, the more power they have.

Lesson 7 – Test

1. Which piece is more valuable, a Bishop or a Knight?

2. How can White capture all of the Black Pawns in 8 moves? (Only White moves)



3. Generally speaking, is it a good idea to give up a Rook for a Knight?

4. How many Pawns equal one Knight?

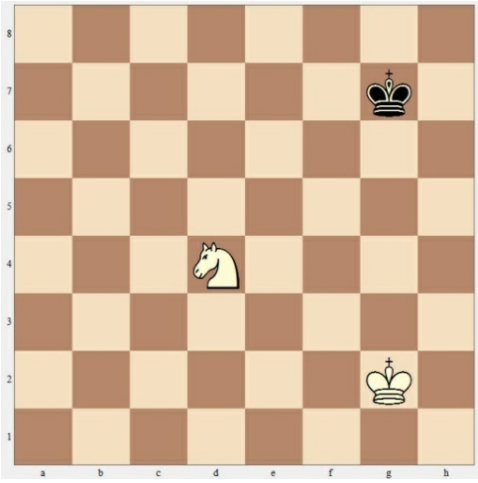
5. Where is the Knight more active, in the center of the chess board or in the corner?

6. On an empty chessboard, how many moves does it take to get the Knight from a1 to h8?

7. Can the Knight jump over the Queen?

8. List all the squares the Knight can jump to from c4.

9. In the position below how can White check Black? List all the options.



Lesson 8: PIECE VALUES

In the first seven lessons, you have been introduced to the chess board, all the chess pieces and what they can and cannot do.

Here is the summary of the value of all the chess pieces:

Values of pieces

Q	Queen	=	9
R	Rook	=	5
L	Bishop	=	3
N	Knight	=	3
P	Pawn	=	1
K	King	=	None

In this lesson, we will learn about the purpose of a chess game:

Checkmate! When you checkmate your opponent, you WIN the game. If you get checkmated, it means you lost.

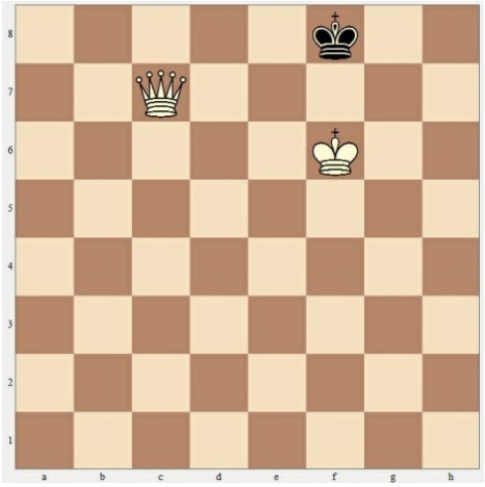
A chess game can end in one of 3 ways

You can win, lose or tie (draw).
If White wins, the result is 1-0.
If Black wins, it is 0-1 and
a ½-½ means the game ended in a tie (draw)

What is the difference between a check and a checkmate?

The big difference is that when you give a check, your opponent CAN get out of it, while when you checkmate, it is GAME OVER and you have just WON!

Let us see some examples on how to checkmate with each piece.
Let us start with the Queen.



In the position above White can checkmate in four different ways:

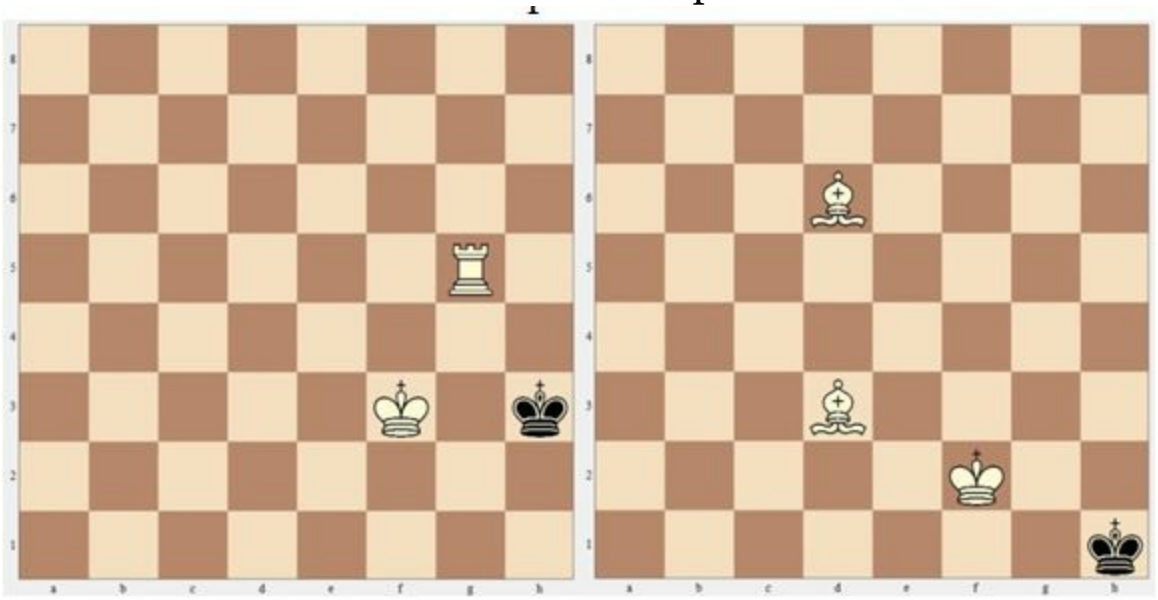
1.Qb8, 1.Qc8, 1.Qd8 or 1.Qf7.

On the other hand, White would only check with:

1.Qd6, 1.Qc5, 1.Qe7 or 1.Qg7.

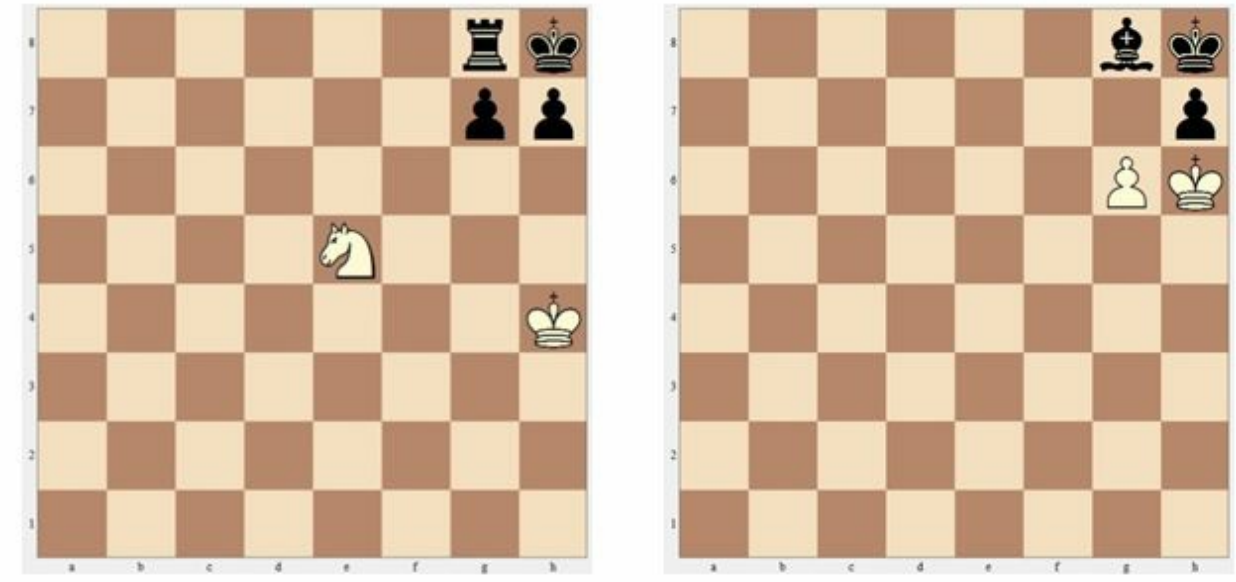
All other moves would neither be a check nor checkmate.

Now let's see how the Rook and the Bishop checkmate:



The Rook checkmates on h5 and the Bishop on e4.

And finally let's see a Knight and a Pawn checkmate



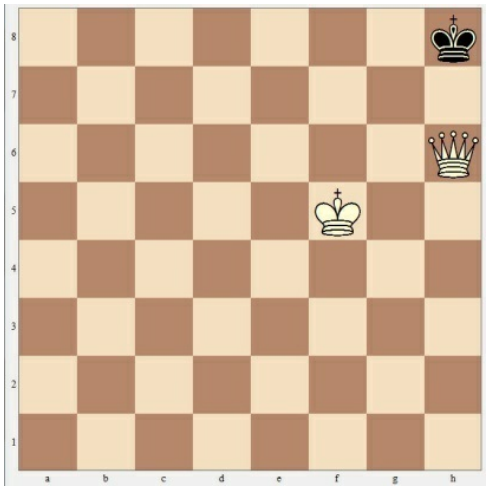
The Knight checkmates on f7 (which is called *smothered mate*) and in the other the Pawn checkmates on g7.

The number one requirement to give *checkmate* is to attack the opponent's King with one of our pieces. It can be any piece except our own King. A King can never ever directly attack the enemy King.

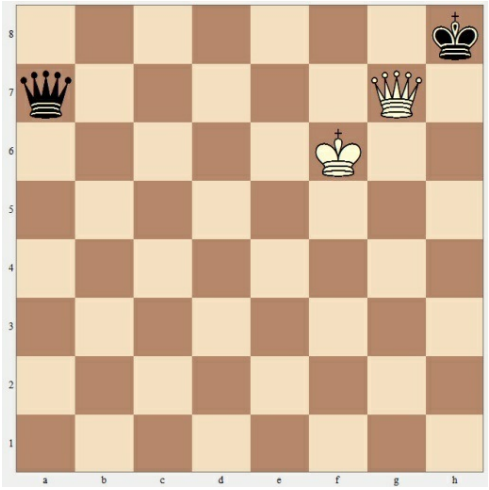
The second condition, and this is the one which differentiates a check from a checkmate, is to make sure the King has no escape: Not by moving the King, not by blocking the check, nor capturing the piece that gives the check.

Let's see now some situations when it is almost checkmate but not quite.

In the next position, Black is in check but NOT checkmate. Why?

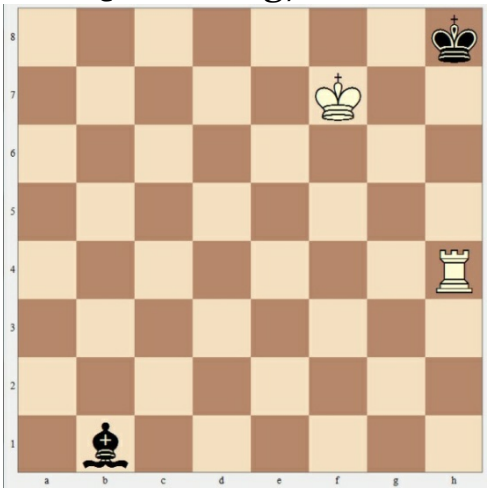


Because the Black King can move out of the check to g8.



Is Black checkmated in the above position? No, because the Black

Queen can take the White Queen on g7.



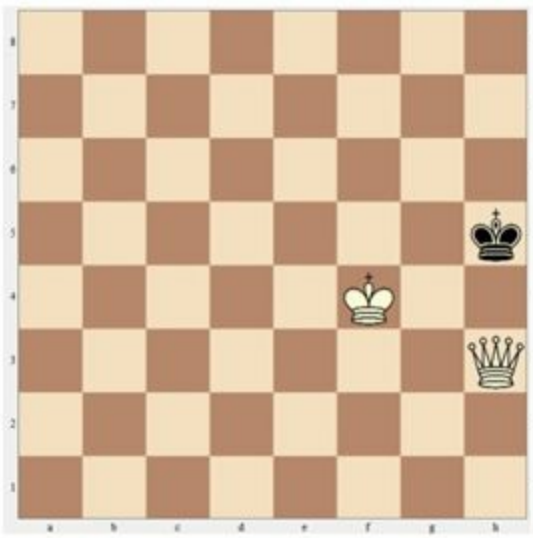
And here is an example when the check can be blocked by another piece interposing.

The Black King is in check and cannot escape. The White Rook cannot be captured either. Is it a checkmate? No, because the Black Bishop can block the check on h7.

So, it is checkmate only when the enemy King is under a direct attack and none of the following options are there for the other side:
1. The King has no safe square to move to
2. It is not possible to block the check
3. It is not possible to capture the piece that is checking the King.
The short notation writing for checkmate internationally is: #

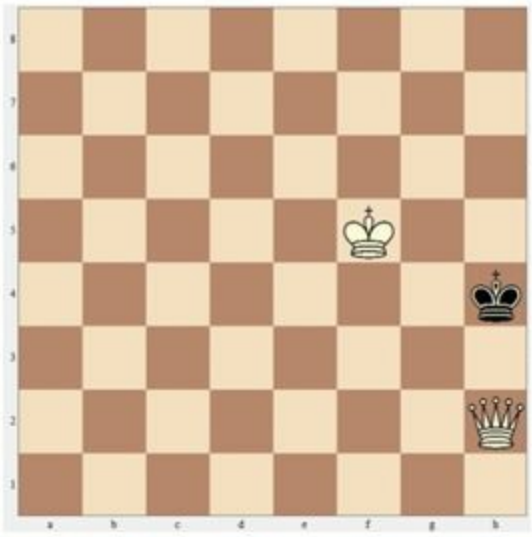
Lesson 8 – Test

1-6. It is Black's turn in each of the following six positions. Is Black in check or checkmate?

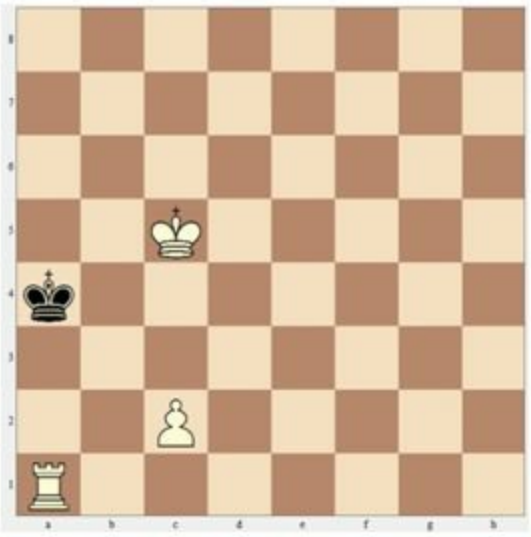


1. Check / Checkmate

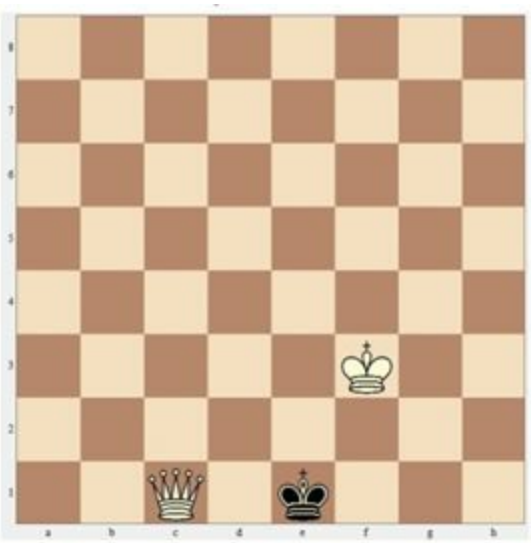
2. Check / Checkmate



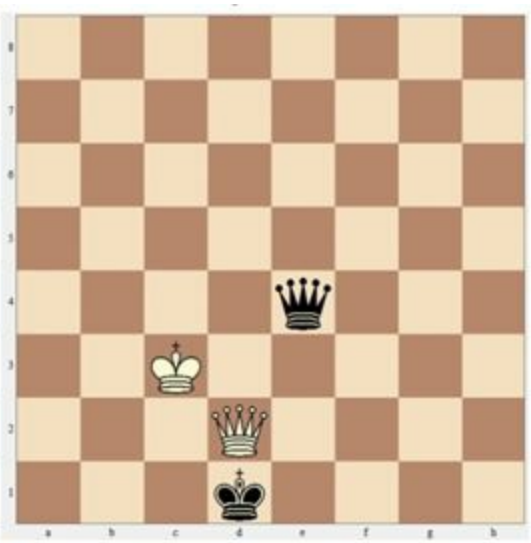
3. Check / Checkmate



4. Check / Checkmate



5. Check / Checkmate



6. Check / Checkmate

Lesson 9: STALEMATE

Let us practice some more checkmates in one move.

1

2

3

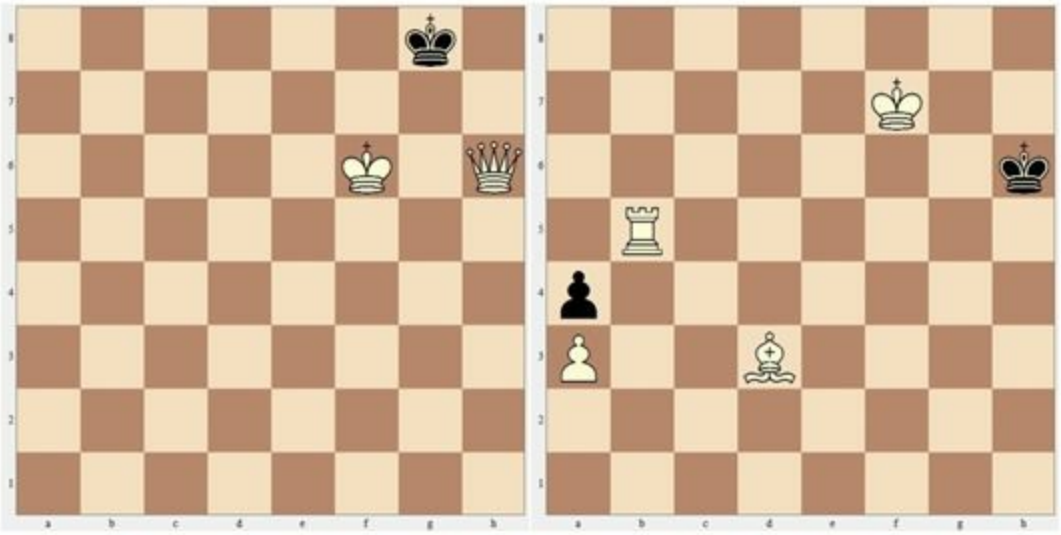
4

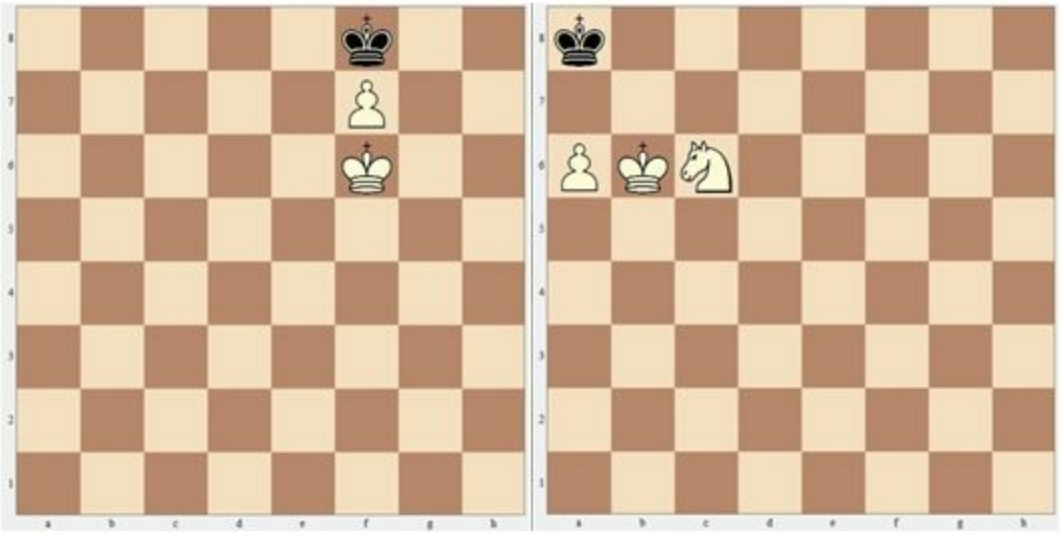
Here are the answers: 1) Qg7# 2) Rh4# 3) Qc8# 4) Qa8#

Now that you know the difference between a check and a checkmate, there is one more important thing to know about: ***Stalemate.***

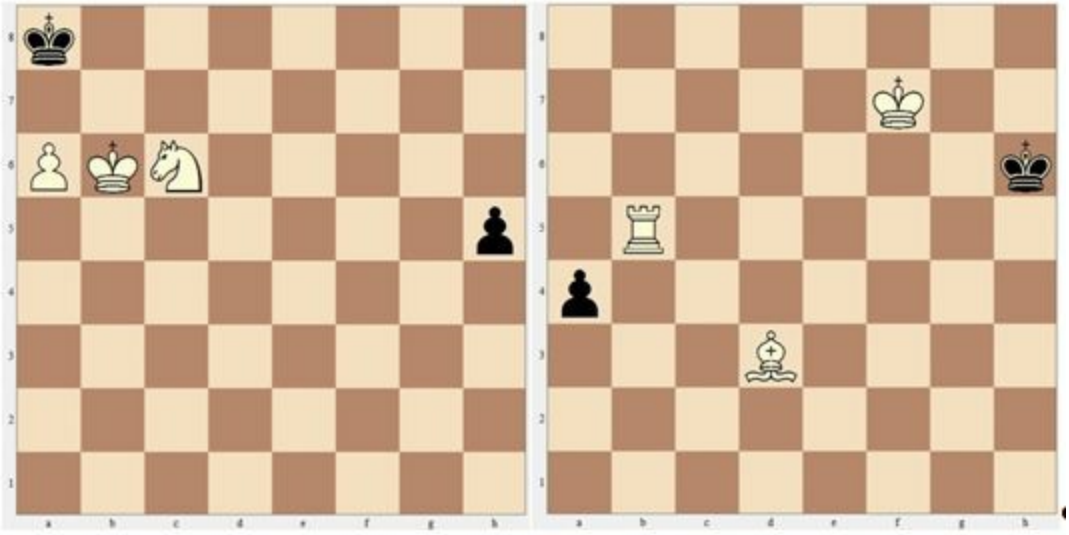
A stalemate happens when the player whose turn to move:
a) Does not have his or her King attacked (or in check) AND
b) No legal move can be made with the King or ANY of the other pieces

When stalemate occurs, the game results in a *tie* or *draw*, meaning each player gets half a point. That can be very disappointing for the side which has a big material advantage, for example a King and a Queen, while the other side has only a King. Make sure you do your best to avoid stalemate when you are in a better or winning position. Here are some examples.
In the four positions below, it is Black's turn to move. All of them show *stalemate* position.





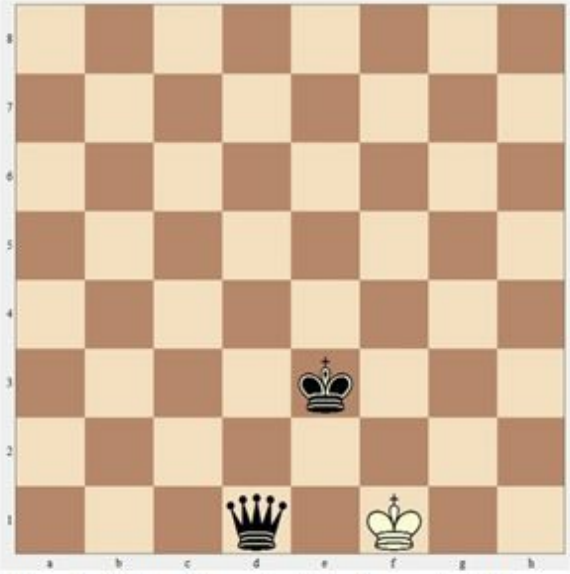
But the following positions are *not* stalemate, even though the Black King has no possible moves. However, the Black Pawn can move.



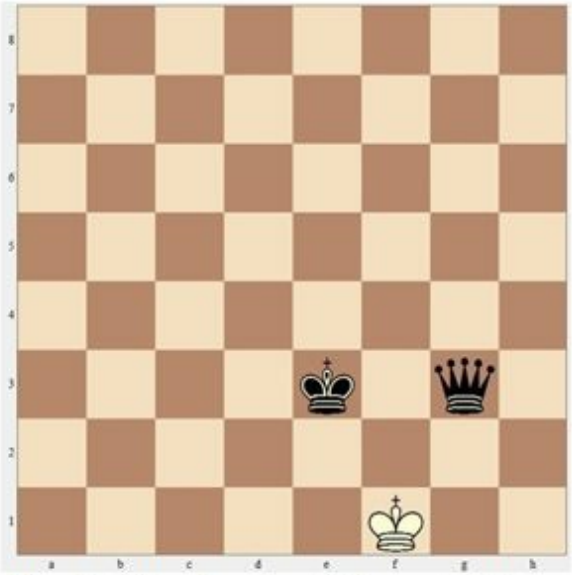
Remember that a game is only stalemate if NONE of the weaker side's pieces can move.

Lesson 9 – Test

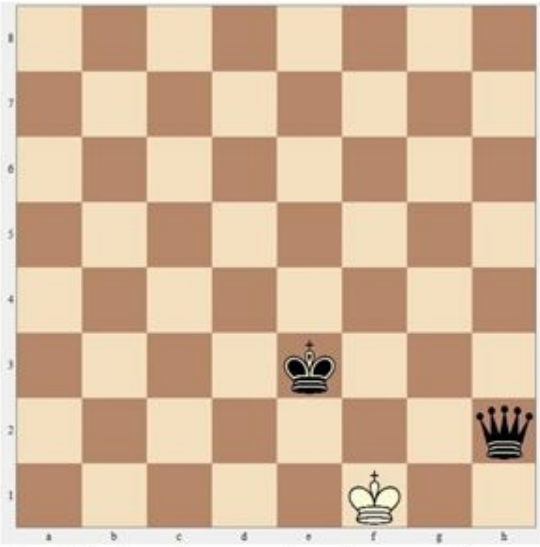
1. Is it always a stalemate when a King has no legal moves? Yes / No
2. What is the result of the game when it ends in a stalemate?
3-6. It is White to move. Is White in a check, checkmate, stalemate or neither? Circle the correct answers.



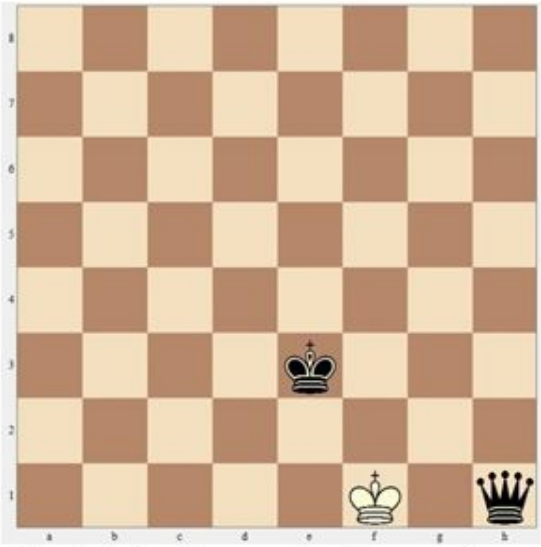
Check/Checkmate/Stalemate/None



Check/Checkmate/Stalemate/None



Check/Checkmate/Stalemate/None



Check/Checkmate/Stalemate/None

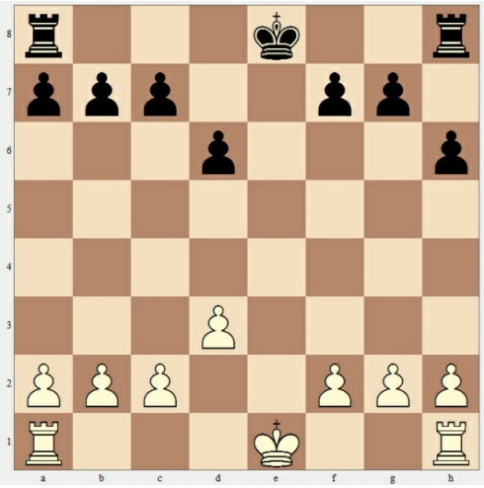
7. When would you like your game to end in a stalemate? When you are in a very good position or when you are in a very bad position?

Lesson 10: CASTLING

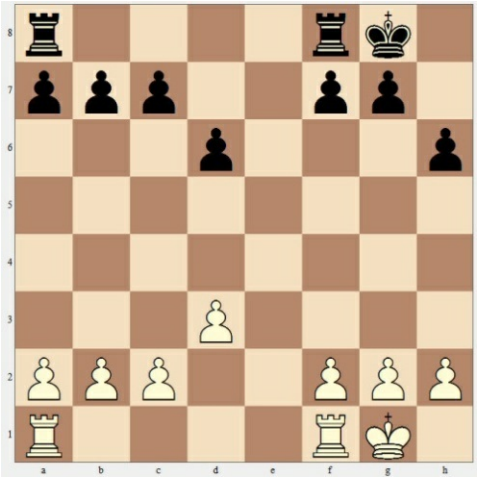
In this lesson, you will be introduced to a special and unique move, one that each side may use at most only one time during the game: ***castling***.

Castling is a unique move, as it is the only special move, which allows you to move two of your pieces, the King and the Rook, both at the same time!

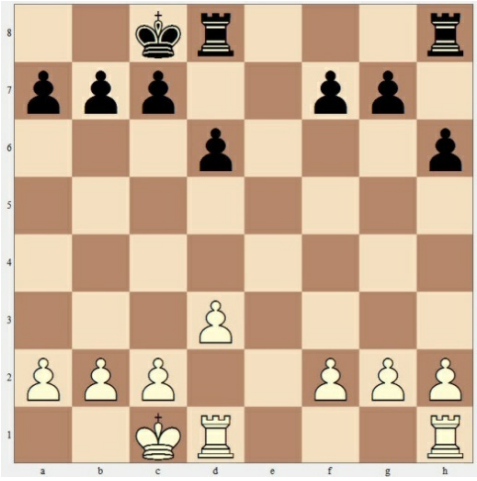
The purpose of castling is to hide your King near the corner and behind your Pawns, from dangers that it could get to if it stays in the middle of the board.
You may castle to either the Kingside or the Queenside of the board.
This is what castling to the "short" side (Kingside) looks like.



In the position just above, White can move his King to the right toward the Kingside to g1 and as part of the same move, the White Rook on h1 can jump over the White King and land on f1.



(Black can do the same by moving the King to g8 and the Rook to f8). See the illustration below: And this is how castling to the “long side” or Queenside looks like:

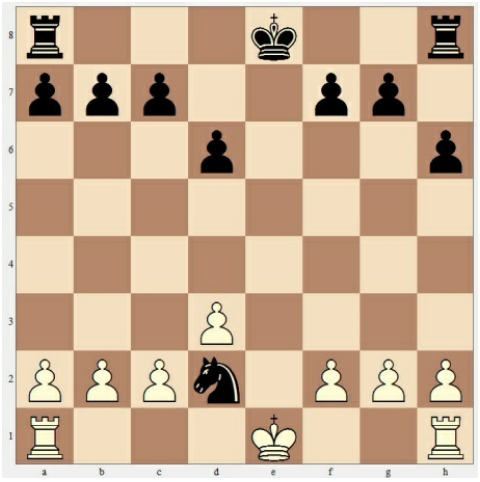


In the position above, White moved his King to the left toward the Queenside to c1 and as part of the same move, the White Rook jumped over the White King and landed on d1.
Black also moved the King to c8 and the Rook on a8 to d8.
The reason why we also call it short side castling is that the distance between the King on e1 and the Rook on the “h” file is only two squares. For the long side castling, the Rook on the a file has to jump three squares.

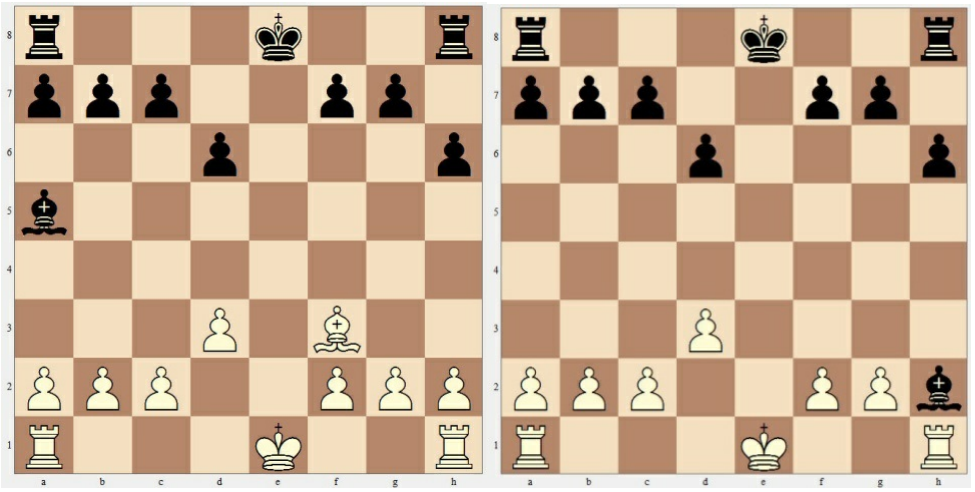
The notation for castling to the Kingside is 0-0, and castling toward the Queenside is: 0-0-0.
There are several restrictions as to when you cannot castle temporarily or permanently in a game.
When you can **no longer castle at all** in this game:

a) If the King already moved, even if it later returned to it starting position on e1 (or e8 for Black).
b) After whichever Rook has already moved, you cannot castle to that side, even if it later returned to its starting position on a1 /h1 (or a8 / h8 for Black). However, you are still free to castle to the side which your Rook made no moves yet.

Here are some examples to demonstrate both of the above situations:



In this position White's best move is to capture Black's Knight to win a piece.
However, after that, even if the White King later returns to e1, White lost the right to castle (to either side) for the rest of the game.



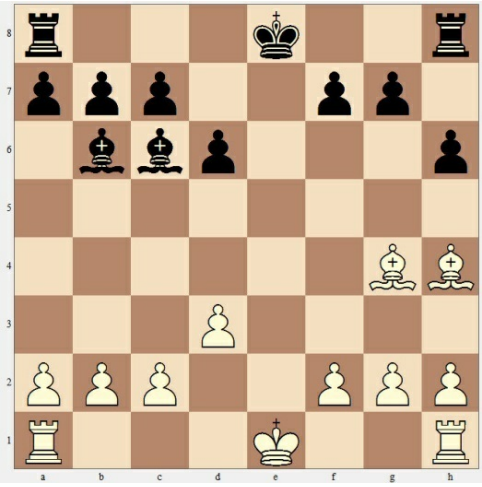
In the position above, White of course should capture the “free” Bishop on h2. However, that will mean that White is giving up on castling to the Kingside in this game. On the other hand, that does not take away the right for White to castle to the Queenside later in the game.

While castling generally is important (especially when the Queens are still on the board), winning material usually is even more important.

And here are some situations when you **cannot** castle *at that moment*, but may later within that same game:

a) While you are in check
b) The square where your King would land is under attacked by an enemy piece – this is to move into a check
c) Your King would have to cross an attacked square

In this example, the White King is in check (by the Black Bishop on a5). Therefore, at this moment, White is not allowed to castle to either side. However, if now White chooses to play c3 (with the Pawn) to block the check, White will keep the option to castle later on.



In the diagram below, Black will only be able to castle toward the Kingside on this turn. Black will not be able to castle toward the Queenside for now because the White Bishops are attacking the c8 and d8 squares.

So in these situations, if you first solve the reason why you could not castle at that moment, later you may castle, if the problem is no longer there.

Remember to castle early in the game to keep your King safe! This is a very important rule.

Lesson 10 – Test

1-6. Mark all possible castling options in the given positions below for both white and black.

1.W:o-o/W:o-o-o/B:o-o/B:o-o-o/None

2.W:o-o/W:o-o-o/B:o-o/B:o-o-o/None

3.W:o-o/W:o-o-o/B:o-o/B:o-o-o/None

4.W:o-o/W:o-o-o/B:o-o/B:o-o-o/None

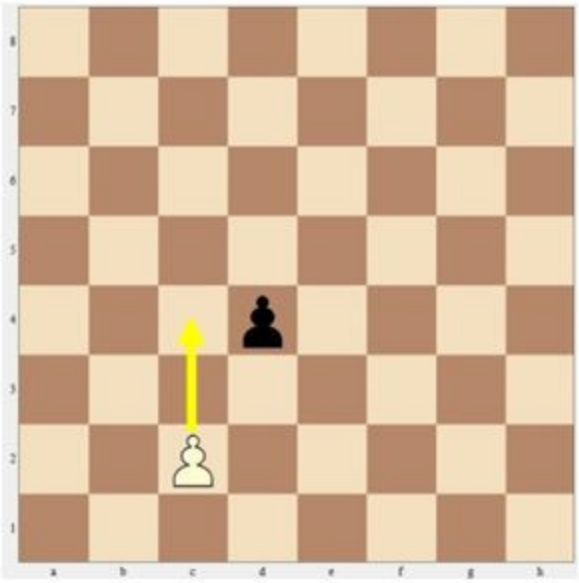
5.W:o-o/W:o-o-o/B:o-o/B:o-o-o/None

6.W:o-o/W:o-o-o/B:o-o/B:o-o-o/None

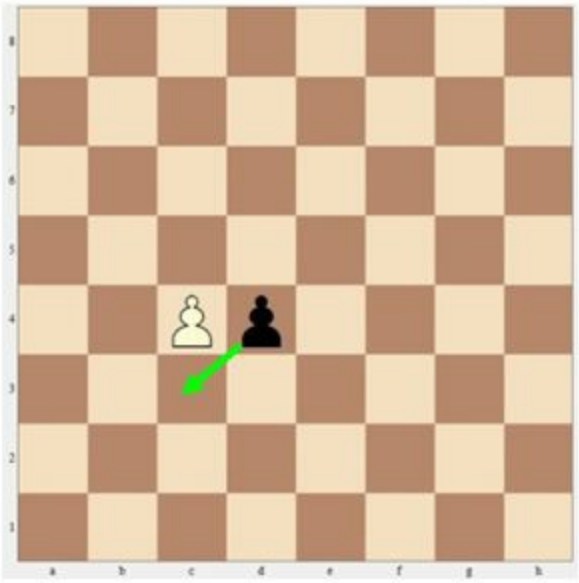
Lesson 11: CAPTURING EN PASSANT

There is only one more special rule that you need to know: en passant. It is a French expression meaning: “in passing”.

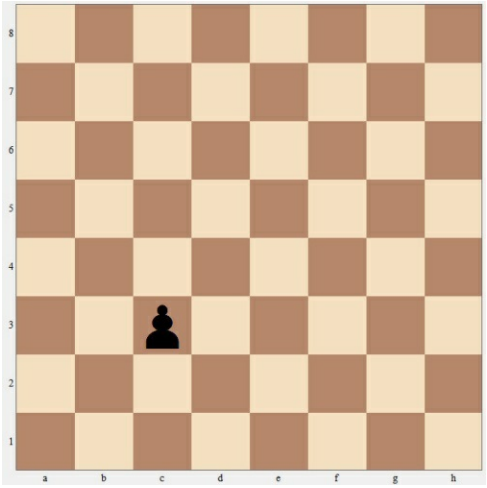
This is what this special Pawn move means on the chess board:



En passant opportunity occurs when a Pawn advances two squares from its starting position (from c2 to c4 in this case) and ends up next to an enemy Pawn.



In this situation Black has the special one-time option to capture the White Pawn just as if the Pawn only moved up only one square from c2 to c3.
Black can move the Pawn from d4 to c3, behind the White Pawn in c4 AND remove White's Pawn from the board!



However, this is important to remember. You only have this option immediately after a Pawn moved up two squares from its initial position. If you don't capture it right away by en passant, you will lose that right.

Also you may never capture by en passant if the Pawn moved up only

one square.

Lesson 11 – Test

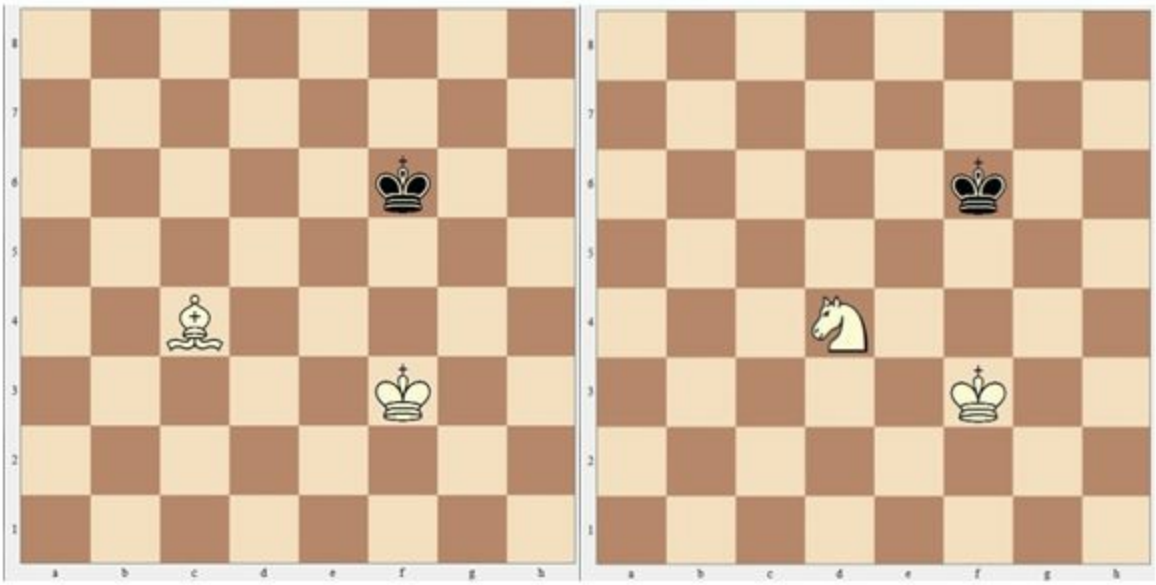
1. White has just played Pawn f3 to f4, may Black capture the f4 Pawn, by en passant with the g4 Pawn?
2. Black has just played Pawn e7 to e5, may the White Pawn capture it from d5 by en passant? If yes, where would the White Pawn land after the capture?
3. Black has just moved the c7 Pawn to c6, may White capture it by en passant with the Pawn from b6?
4. White has just moved the g2 Pawn to g4. Which Black Pawn may capture it by en passant and where will that Black Pawn land?

Lesson 12: OTHER WAYS TO DRAW

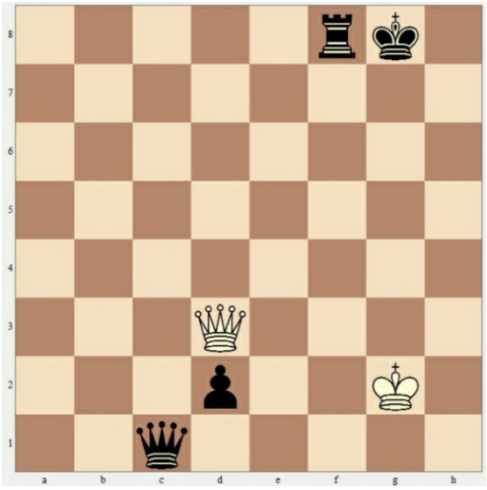
As we have already learned, a chess game can end in a draw by stalemate.

However, this is not the only way a game can end in a tie. There are situations when neither side has any possible chance to checkmate the other side. For example, if there are only the two Kings left on the chess board.

In addition, the game is automatically a draw if one side has a King and Bishop (or Knight) versus and King, with no other pieces left on the board.



In both of these positions there is no possible checkmate even if Black would “help”.
Another way a game can end in a draw is if the same exact position repeats three times.



In this position Black has an extra Rook and Pawn. However, White can still save the game, by giving perpetual checks.

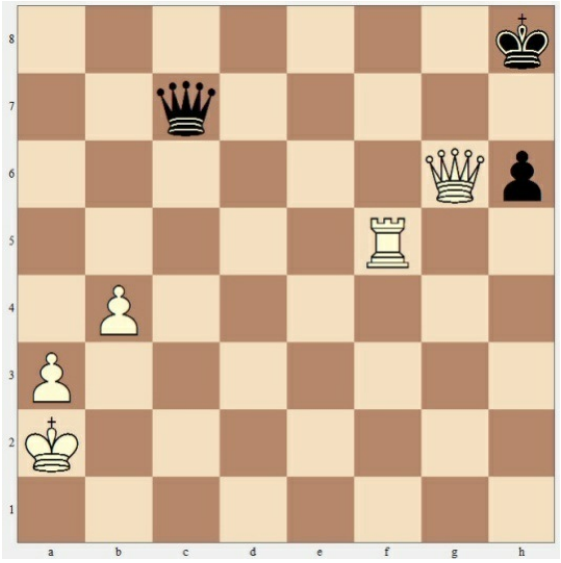
White would start by moving the Queen from d3 to g6 to check the Black King (Qg6+). Black then only has one choice which is to move the King out of the check to h8 (Kh8). Then on the second move, White would check on h6 with the Queen (Qh6+). Black again has no other option than moving back to g8 with the King (Kg8). Then on the third move, White will again check Black from g6 (Qg6+). This is the second time that the same exact position repeats. Once Black moves out again to h8, White repeats the same one more time with Qh6+ followed by Kg8 and again for the third time Qg6+ and the game is a draw.

In this example, Black would have liked to play on for a win but had no other moves than moving back and forth between g8 and h8 with the King.
White did have other options but it was their best interest for White to force a draw. Otherwise Black's material advantage would be decisive.

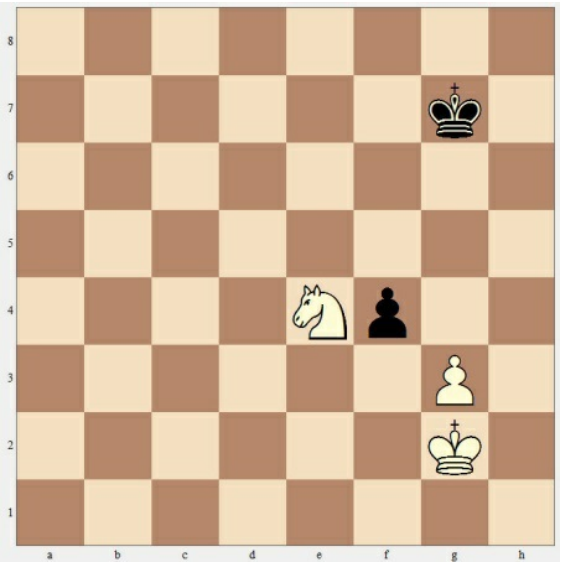
Lesson 12 – Test

1. If White has a King and Knight against a lone Black King with no other pieces left on the board. Can White still win if Black plays really bad?

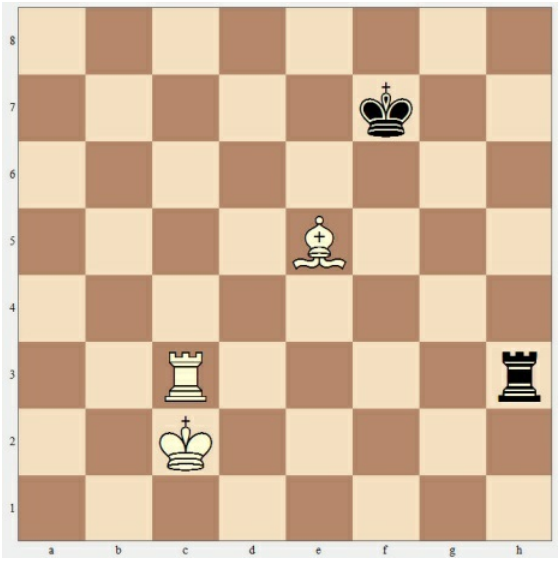
2. How can Black force a draw position in the example below?



3. How can Black take away all winning hopes from White in the position below?



4. In the next position, White seems to be way ahead and in a winning position. How can Black still save the game for a draw by perpetual checks.



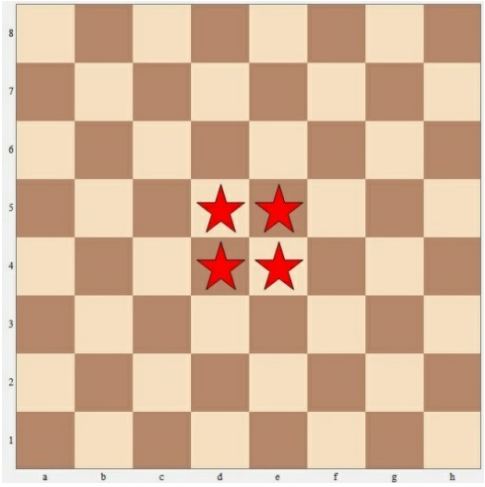
Lesson 13: HOW TO START A GAME

Now that you know all the rules of the game, it is time to learn about the basic opening rules. This will help you start the game wisely.

Here they are:
1. Control the Center!
2. Develop your pieces as soon as possible!
3. Castle as soon as possible!
4. Do not bring out your Queen early!
5. Do not move the same piece twice, before you have completed development!
6. Make sure that all your pieces are protected at all times.

Now let us follow up on each of those rules one by one.

The middle of the chess board, which we call “the center”, consists of the following four squares: d4, e4, d5 and e5 as shown on the diagram below.



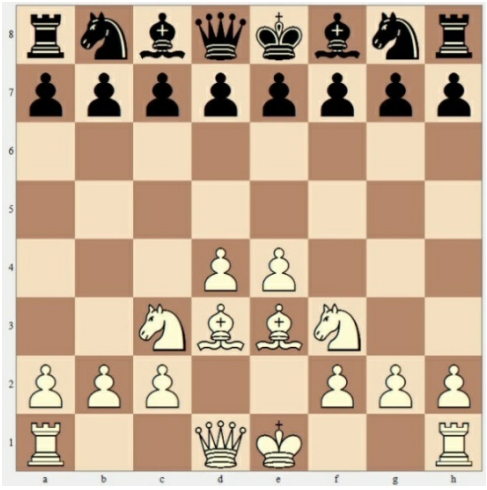
Generally speaking, the more control of the center squares with your

pieces you have, the better your chances are. Therefore, the most common starting moves in chess are, either e2-e4 or d2-d4 with one of the center Pawns.

When we are talking about developing pieces, we are referring mostly to the “minor pieces” Bishops and Knights, not Rooks and Queen. The general rule is that it is recommended to develop Knights first, then Bishops after.

Generally try to develop your pieces in a way that they control the center.

Below is an example of an ideal development of White’s Bishops and Knights.



As you can see, the White pieces are developed ideally to control the important central squares, while Black made random moves and not paying attention to the center at all.

You have already learned about castling in an earlier chapter. The general rule is it is important to remember to castle as early in the game as you can, typically within the first 8 moves.

Important: *While you should generally follow the above rules, of course if one of your pieces is under attacked or you can capture one of your opponent's pieces to gain (or avoid losing) material, this would be more important!*

Here is a sample game in chess notation, where White develops correctly and follows all the opening principals, while Black does not.

1. e4
With this move, White occupies the e4 center square and controls the d5 square. At the same time, this activates the Bishop on f1 by opening the f1-a6 diagonal.

1... Na6
While Black is developing the Knight with this move, it is in the wrong direction which is not toward the center.

2. d4
This is another good developing move to occupy another center square (d4), while controlling the e5 square as well.

2...Nb4
This is already a mistake because it does not follow rule number 5.

3. Nf3
White correctly develops the Knight first, which from its current position controls two center squares, d4 and e5.

3...c6
While this move helps controlling the d5 center square, it does not develop a minor piece, and neither does it open a diagonal for either Bishop.

4. Bc4
White continues the development. Now the Bishop also controls the d5 center square. At the same time, White has cleared the squares on the Kingside between the White King and Rook to get ready to castle.

4...Rb8
Another move that does not help Black in development.
5. Bf4
White develops the second Bishop to an ideal square to control the e5 center square. It also attacks the Black Rook at the same time.

5...Ra8
Not wanting to lose the Rook, Black moves it a second time.

6.0-0
The White King is in safety already.

6...Qa5
This move does not follow rule #4.

7.Nc3

As we can see now, White has already developed all four minor pieces and castled. This is an example of an ideal start on the White side. Black's play showed how not to start out a game.

Lesson 13 – Test

1. Which of the following squares are center squares: d4, d6, c3, e5?
2. Generally is it a good idea to move out your Queen early in the game?
3. Generally should you develop your Bishop or Knight first?
4. Generally what is better? To develop the White Knight to h3 or f3?
5. If you have choice between castling and capturing your opponents Bishop for free, which should you chose?
6. Generally which is a better development for a Black Bishop? c5 or e7?
7. What is the purpose of castling?

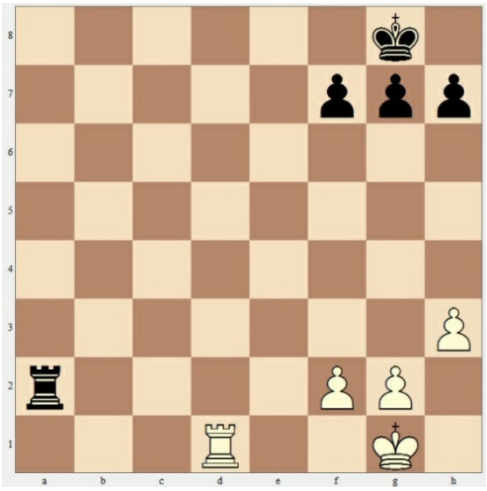
Lesson 14: ATTACK and DEFENSE

In this lesson, we shall learn about attack and defense.

In a chess game, there are two types of attacks. One is against the King, which is the most dangerous, as it can result in checkmate.

The other type of attack is against other pieces than the King.

Let us see some examples of both.



In this position, White threatens to checkmate the very next move by moving the Rook up from d1 to d8. But since it is Black to move, there is time to defend against it.

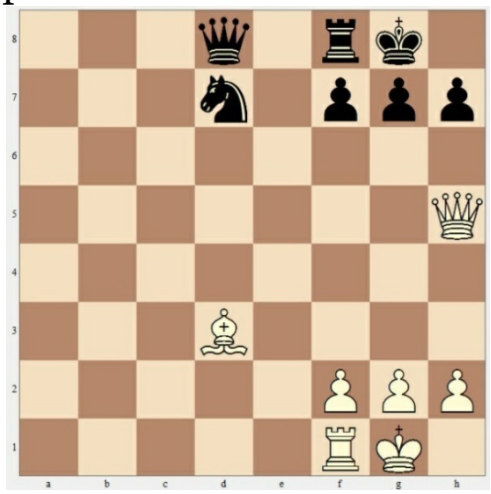
There are several options:

Black may move up any of the Pawns in front of the King on g8 by one or two squares. Then if White still plays Rook to d8 check (Rd8+), Black's King has a safe escape on the seventh rank.

Another defense could be moving the Black Rook back to the eighth rank from a2 to a8. Then if White plays Rd8+ anyway, the Black Rook

(from a8) will simply capture the White Rook on d8.

Here is another example.

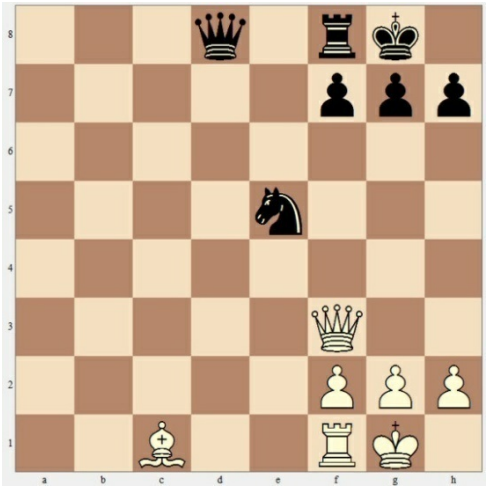


In this position, White threatens to checkmate by capturing Black's Pawn on h7 with the Queen h5 as the Bishop from d3 would support the Queen and therefore it could not be captured by Black's King.

However, here again Black has ways to defend against this threat. One option would be, to move the Knight from d7 to f6 to guard the h7 square.

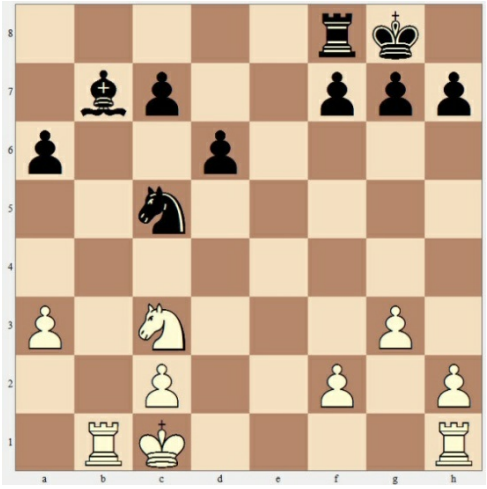
Another option would be to push the Pawn up from h7 to h6, preventing the checkmate by the Queen on h7.

Now let us see a couple examples when the attack is not directed against the King.



Black has just moved the Knight from d7 to e5. Now the White Queen on f3 is under attack by a lesser value piece. Therefore, White should move the Queen to a safe square, for example to g3 or f4.

In the example below, Black's Bishop on b7 is attacking the White Rook in the corner (on h1).



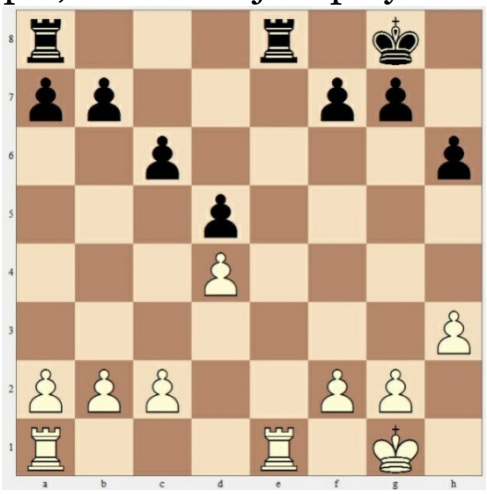
Just as when a King is in check, the Rook here has various ways to get out of the attack.

1) Moving it away (for example to e1) to a safe square
2) Blocking the attack (for example pushing the f2 Pawn to f3)
3) Capture the piece which attacked the Rook (Rxb7)

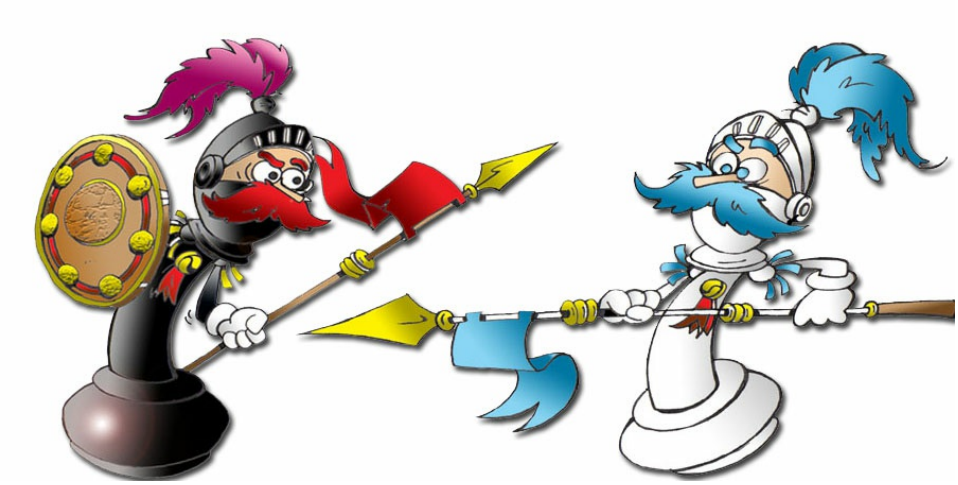
In this example, the first option is the best as otherwise White ends up losing material.

Again, remember the different values of the chess pieces:
Queen: 9, Rook: 5, Bishop or Knight 3 and Pawn 1 point.

In the following example, Black has just played Rook (from f8) to e8.

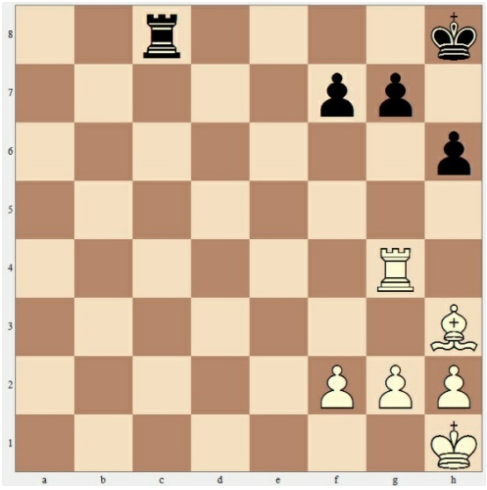


Here, even though it seems that Black has just attacked the White Rook on e1, in reality it is not in any danger as the other Rook from a1 protects it.

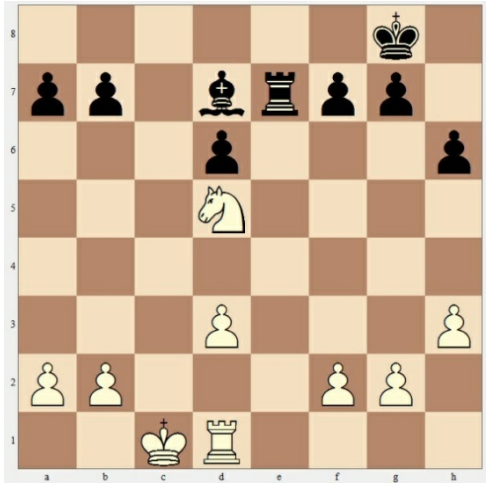


Lesson 14 – Test

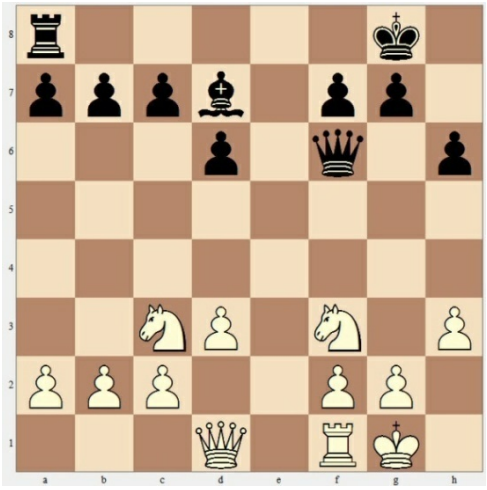
1. If your opponent attacks your Bishop with a Knight and threatens to checkmate on the next move, which one should you defend against if you have to choose?



2. In this position, Black threatens to checkmate on the next move. How? How should White defend against the checkmate threat?



3. In the next position, which Black piece has White attacked with the Knight on d5? Give an example of a safe square where the attacked piece can move to.



4. In the next example, Black has just played Queen to f6. Isany of the White pieces under attack?

Lesson 15: CHESS NOTATION

Let us review the chess notation.

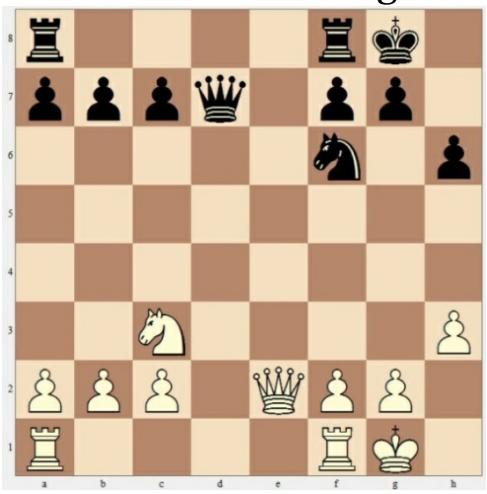
When a Pawn moves, it is enough to just write the name of the square where the Pawn is moving to. For example f4 means a Pawn has moved to f4.

When any other piece moves, you would write first with capital letter for the piece that moves and then the name of the square.

K for King, Q for Queen, R for Rook, B for Bishop and N for Knight. For example, Ng5 means a Knight moved to g5.

If the same move is a capture, you will write Nxg5. If it is also a check, then Nxg5+.

If two of the same kind of piece can move to the same square, you will need to specify which one of them is moving.



For example, in the position above, both White Rooks (from, a1 and h1) can move to d1. If you would like to record the Rook from a1 moving to d1, you would write Rad1 or for the other Rook Rhd1.

Now that you know all the basics about chess, let us see some traps which is good to be familiar with.

Let us start with the “Fool’s Mate”:

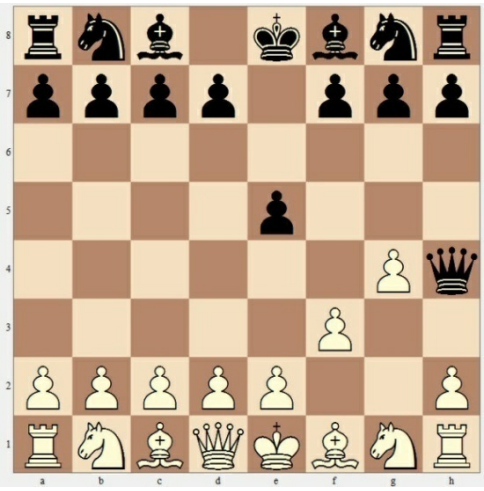
1. f3 (a clearly worse starting move than 1.e4 or d4)

1...e5 (Black nicely follows the opening principals)

2.g4

This move not only does not follow the opening principals which we learned about in chapter 13, it is outright a BIG mistake as it allows Black to checkmate immediately!

2. Qh4 checkmate!



This is the shortest possible checkmate that a chess game can end in.

Now let’s see another very famous trap which is called “Scholar’s Mate”.

1.e4 e5

So far both side are playing well.

2.Bc4

White continues to develop in a natural way, focusing on the key center d5 square.

2. Nc6

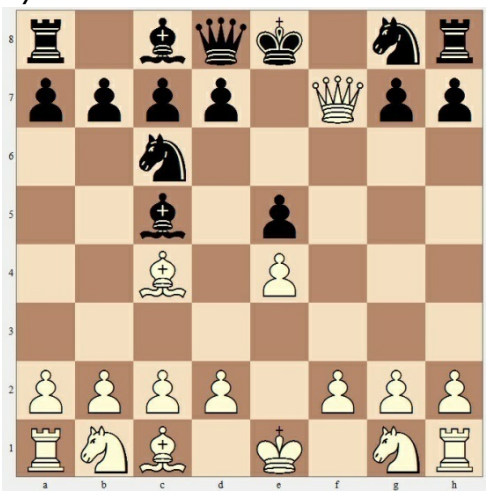
Black also develops in and ideal way, controlling the center d4 and e5 squares.

3. Qh5

While this move has a serious threat, it is not a good move as it breaks an opening principal.

3. Bc5

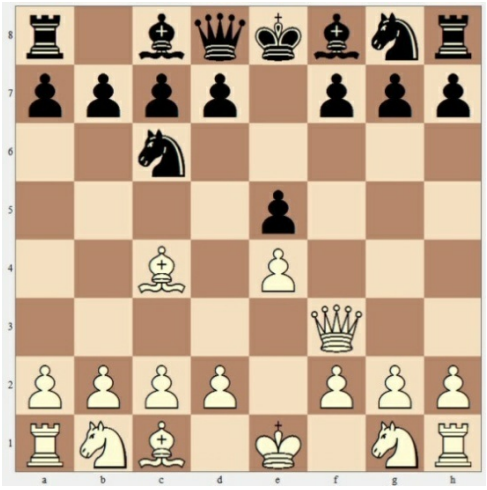
Black does not pay attention the White's threat and continues developing. But this move is a HUGE mistake. Now White is ready to checkmate with **4.Qxf7.**



Black if instead of the third move (3...Bc5) should have defended against the threat. For example, advancing the g7 Pawn to g6 (3...g6) would have defended against the checkmate threat.

Lesson 15 – Test

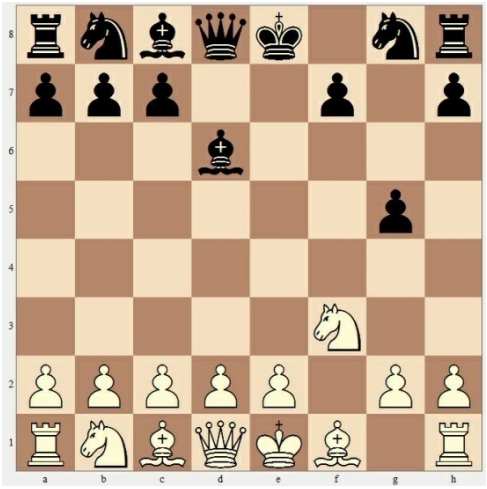
1. In the position below



a) What is White's threat?
b) Give an example how can Black defend against it?

2. How many moves does the shortest chess game last?
(counting only move numbers after each White move)

3. In the next example why would moving the White Pawn from h2 to h3 be a big mistake?



4. What is the value of
The Queen?
The Rook?
The Bishop?
The Knight?
The Pawn?

Congratulations on finishing your training! Studying chess can be a challenging endeavor, especially when first starting out. But after you begin to improve and deepen your knowledge of the game, you should not only begin to enjoy the game more than ever before but also be winning more games and see your rating increase.

For those of you that are ready to continue the journey to chess Mastery, I recommend the next course in the series, Chess From Beginner to Advanced at Warp Speed Volume 1. In volume 1 you will learn about tactics, openings, and checkmates, as well as other very important chess concepts that every chess player must know in order to win games and continue to improve.

I hope you enjoyed this volume and look forward to continuing your training as we enjoy this wonderful game that we all love called CHESS.

Содержание

Lesson 1: THE CHESSBOARD and PIECES 6
Lesson 2: PAWNS 14
Lesson 3: ROOKS 22
Lesson 4: BISHOPS 29
Lesson 5: THE QUEEN 35
Lesson 6: THE KING 40
Lesson 7: KNIGHTS 45
Lesson 8: PIECE VALUES 49
Lesson 9: STALEMATE 56
Lesson 10: CASTLING 60
Lesson 11: CAPTURING EN PASSANT 67
Lesson 12: OTHER WAYS TO DRAW 70
Lesson 13: HOW TO START A GAME 74
Lesson 14: ATTACK and DEFENSE 79
Lesson 15: CHESS NOTATION 85